



GAMES

September/October 1990

YOU'RE HISTORY

JOURNEY THROUGH THE PAST WITH SIMULATION SOFTWARE

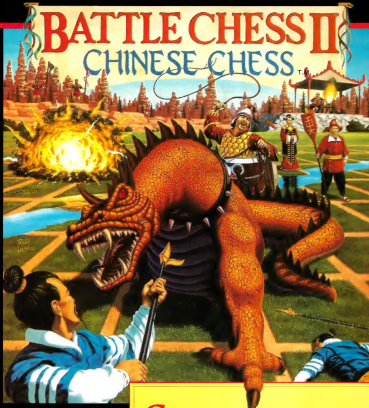
- CENTURION
- CONQUEST OF CAMELOT
- GOLD OF THE AMERICAS
- GOLD RUSH
- DECISIVE BATTLES
OF THE CIVIL WAR

*Hosni*
FORE!**NEW GOLF GAMES
— P. 30**

\$3.95 Canada \$4.95

An IDG Communications
Publication

0 74470 12068 1



Actual IBM Screens Pictured

Cannons thunder, chariots race over grassy fields, and dragons hurl fireballs at opposing forces in the latest animated strategy game from Interplay Productions. *Battle Chess II: Chinese Chess*™, an ancient cousin to western chess, features stunning graphics, realistic sound effects, and more humorous animation than the original *Battle Chess*™. Watch as dragons toast hapless knights, counselors flatten pawns with enormous mallets hidden in their robes, and cannons merrily blast away at opponents cowering behind other pieces. Some of the many features included in *Battle Chess II: Chinese Chess* are:

- A Strong Chinese Chess algorithm
- 2D & 3D viewing modes
- Multiple levels of difficulty
- Take back and replay moves
- Play by Modem
- Recommends best move
- Show legal moves

With *Battle Chess II: Chinese Chess*, chess is no longer an abstract mental exercise. It is an entertainment that will prove the words of the famous Oriental Philosopher/Chef Kung Pao who said "War is fun!"

To order *Battle Chess II: Chinese Chess*, call 1-800-969-GAME. Available on MS-DOS for \$49.95. Amiga Coming Soon.

©1990 Interplay Productions. *Battle Chess* and *Battle Chess II: Chinese Chess* are trademarks of Interplay Productions. MS-DOS is a trademark of Microsoft Corporation.

Interplay™

Interplay Productions
3710 S. Susan, Suite 100
Santa Ana, CA 92704
(714) 549-2411

PC Disk Quarterly Inventory Reduction

75% OFF — NOW ONLY \$4.99 EACH!

3-DISK MINIMUM—ACT NOW! OFFER EXPIRES AUGUST 31, 1990!

Choose five and receive a free **PC  GAMES DISK** (\$9.95 value).

Choose seven and receive a free **Magazette**, 2 disks (\$14.85 value).

Select all ten and receive both **PC  GAMES DISK** and **Magazette** (3 disks)!

1- The Good Book Cookbook—This unique disk contains over 100 authentic Biblical recipes, with historical references. Make and serve the foods enjoyed by the ancients! Automatic, interactive portion control and search.

2- Dr. DOS—Everything you always wanted to know about DOS but were afraid to ask! Learn the Disk Operating System easily and quickly with this animated tutorial. (Requires BASICA or GWBASIC)

3- Sorting Made Simple—The mysteries of sorting are presented in easily understood lessons with animated, interactive examples. Principles are clearly illustrated, and each sort proceeds at a user-determined pace. BASIC source code is included. (Requires BASICA or GWBASIC)

4- Campbell's MICROWAVE Cookbook—Let your computer supplement your microwave! Latest recipes and microwave tips from Campbell's Kitchens. Use your machine to find recipes with your favorite ingredients—great for leftovers!

5- Basic BASIC—Use this easy-to-follow tutorial on the BASIC programming language to learn simple techniques, then enjoy writing your own tailor-made programs. (Requires BASICA or GWBASIC)

6- Harry's Card Games—Regional favorites from across the country, computerized for your convenience! Search feature lets your computer find recipes for leftovers or favorite ingredients; portion control automatically adjusts recipe quantities.

7- Campbell's All-American BARBECUE Cookbook—Regional favorites from across the country, computerized for your convenience! Search feature lets your computer find recipes for leftovers or favorite ingredients; portion control automatically adjusts recipe quantities.

8- Personal Palette (2-DISK ISSUE)—Versatile, useful full color draw/paint program lets you create your own color illustrations, then view them with slide show feature. No mouse needed! Draw and paint using just your keyboard! (Requires 512K, CGA graphics)

9- The Temple of Death—Intriguing adventure game for hours of challenging entertainment! Plain English text, fascinating detail: find the secret entrance, then search the ancient temple, collecting treasures as you try to elude death traps. Play as long as you like, save to continue later.

10-PASCAL Down Pat 12 LESSONS—Learn simple techniques for writing your own tailor-made programs in PASCAL.

**FOR IMMEDIATE SERVICE:
800-551-8383, ext. 3210**

(Have credit card ready)
Ask for PCQD INVENTORY REDUCTION

- ☐ 3 for \$14.97; Issues _____, _____, _____
☐ 5 for \$24.95; Issues _____, _____, _____, _____, _____, plus free
PC  GAMES
☐ 7 for \$34.93; Issues _____, _____, _____, _____, _____, _____, _____, plus free MAGAZETTE
☐ 10 for \$49.90; plus free PC  GAMES + MAGAZETTE

PCGames and PC  GAMES the entertainment disk are two great products from two separate companies, both dedicated to bringing you the best in entertainment software.

SEND TO:

Name _____ Phone _____

Address _____

City _____ State _____ Zip _____

Computer _____

☐ Check

☐ VISA/MC/AMEX # _____ Exp. _____

Signature _____

Mail to:

I.B. Magazette 401 Market #1104, Shreveport, LA 71101-3270

CONTENTS SEPTEMBER 1990

4

EDITOR'S PAGE

History in the Making
by Lyle Low

9

MAILBAG

10

THE CES REPORT

Quick Survey, Sports News, Gamers' Paradise,
IBM Introduces the PS/1

18

THE TIME MACHINE

by Wes Nihel, Jim Trunzo, and H.E. Dille
Close the history books for a moment — simulation
software opens up your imagination to new worlds
of adventure and romance.

30

TEE TIME

by Rick Teverbaugh
A new foursome — PGA Tour Golf, Jack Nicklaus' Unlimited
Golf & Course Design, Greg Norman's Shark Attack, and
World Class Leader Board — brings the best of "the
gentleman's game" to your home computer screen this fall.

38

PCG REVIEWS

WolfPack, Knights of Legend, Harpoon 1.1.1, Loom,
Crime Wave, Ski or Die, Strike Aces: International Bombing
Competition, Faces: Tris III, Deja Vu II: Lost in Las Vegas,
Heatwave: Offshore Superboat Racing, Circuit's Edge,
TKO Pro Boxing, NFL Pro League Football

72

CONNECTING POINT

Into the Depths
by George Fontaine



DON BLUTH'S

SPACE ACE[®]



Ace is being attacked by the evil commander Barl who plans to take over the Earth by using his dreaded weapon... the Infanto Ray. Only you can guide Ace through treacherous battles to destroy the Infanto Ray, save Earth and rescue the beautiful Kimberly.

Space Ace, the arcade follow-up to Don Bluth's Dragon's Lair[®], is now available with the breathtaking full-screen animation and sound of the original laser-disk game. Advanced compression techniques allow for over 40 fast-action scenes to be brought to life on your IBM, Tandy or compatible.

Also available in correspondence for Amiga, Amstrad, BT, Macintosh, Apple IIGS & Commodore 64.
Circle 100 on Reader Service Card.

IBM

EGA

TANDY

CGA



ReadySoft Inc.

30 Waterloo Circle
Richmond Hill, Ont.
Canada L4B 1B9
Tel: (416) 704-4175
Fax: (416) 704-5067

Dragon's Lair, Space Ace and Bluth Group, Ltd. are registered trademarks owned by and used under license from Bluth Group Ltd. © 1989 Bluth Group Ltd. Character Designs © 1989 Bluth Group. All rights reserved. Space Ace programming © 1989 ReadySoft Incorporated.

EDITOR'S PAGE

HISTORY IN THE MAKING

Whether you play games for the reflexive challenge of trying to drive the fastest around a race course and blast enough space critters to save the planet, or for the more cerebral experience of an intellectual exercise, one thing's for sure — you're serious about your fun. You must be — you're reading a magazine devoted entirely to computer games.

Well, we're serious about your fun, too. After all, games are serious business — just check out our CES (Consumer Electronics Show) Report in this issue (p. 10). Our editors spent four full days in Chicago last June looking at the "latest and greatest" in MS-DOS entertainment. We'll have a lot to report on in the next few issues as the various titles we saw previewed become available this fall. It should be a banner season for games.

With this issue of *PCGames*, it's appropriate that we're covering games with historical themes as the cover feature ("The Time Machine," p. 18), for this issue marks the beginning of another chapter in the history of the magazine. Our parent company, IDG Communications, has moved *PCGames* from our West Coast offices back to the Peterborough, New Hampshire, site where the magazine began in the fall of 1988 as an entertainment-software buyer's guide.

Some of the authors you'll see in the pages of *PCGames* will be familiar; others you may not recognize. One thing that won't change is that we'll be your first and last word on fun and games. This is your magazine, so let us know what you think. If we're doing what you like, tell us. If we're doing something you don't like (although we hope that doesn't happen too often), then by all means tell us that, too.

Here's a sneak preview of some of the exciting new items we're planning for upcoming issues of *PCGames*: an expanded review section, features galore, comparative evaluations, and a regular strategy column. Pay close attention to that last proposal, because when it comes to fantasy role playing, adventure games, and some of the more complex simulations, we all need all the help we can get. *PCGames* intends to offer you, the serious gamer, a regular supply of hints and tips for your favorite entertainment programs. Does something have you stumped? Write in and we'll try to get the answer for you. Did you figure out a certain trick you're particularly proud of? Send it in and we'll make you famous.

So whether your idea of computer entertainment is teeing off at a championship golf course, or discovering the secret password that opens some magical dungeon gate, or flying a mission against an airbase in Eastern Europe, you can read about it here. Plug in your joystick and let the good times roll.

— **Lafe Low, Executive Editor**

PC GAMES

Vice President/Group Publisher Paul Boule
Editor in Chief Dan Munn
Managing Editor Eileen T. Terrell
Executive Editor Lafe Low
Senior Editor Paul Stett
Technical Editor Cameron Crotty
Copy Editor Carla Barker
Editorial Assistant Jan Cota
West Coast Editor Wes Nihvi
Contributing Editor George Fostaine

Design

Art Director Roger Goede
Senior Designer/Ad Graphics Dianne K. Rissen
Production Manager/Designer Vervana E. Auer

Advertising

80 Elm Street
 Peterborough, NH 03458
 (800) 441-4403

Associate Publisher Dale Strang
Eastern Sales Manager Peter Slingluff
Sales Representative Diane Maguire
Advertising Coordinator Mary Hartwell
Administrative Assistant Carmen Bryer
Western Sales Manager James Sures
 2421 Broadway
 Suite 200
 Redwood City, CA 94063
 (415) 363-5230

Marketing Services/Promotion

Marketing Manager Peg Brown
Marketing Assistant Rita Rivard

Corporate Production

Manufacturing Manager Sue Gross
Systems Coordinator Doran Mease

IDG Communications/Peterborough

President Roger J. Murphy
Vice President Dennis S. Christensen
Manufacturing and Operations
Director of Technology Research Jeffrey D. DeTray
Single-Copy Sales Director Linda Rush
 (800) 343-0728
Newsstand Promotion Manager Debbie Walsh
Circulation Director Megan Lane
Assistant Circulation Manager Laurie K. Seams
Customer Service (800) 227-7595
Director of Credit, Sales, and Collection William M. Beyer
Audits and Statistics Cecile Cigero

PCGames (ISSN 1042-2942) is a buyer's guide to MS-DOS entertainment software. PCGames is published four times each year by IDG Communications/Peterborough, Inc., 80 Elm Street, Peterborough, NH 03458. Subscription phone (800) 227-7595. Subscription rates are \$12.97 for one year in Canada and Mexico, a one-year subscription is \$14.97 in U.S. funds drawn on a U.S. bank. Foreign surface subscription is \$18.97 for one year; U.S. funds drawn on a U.S. bank. Foreign air mail is \$21.97 for one year. Nationally distributed by Kable News. Second-class postage pending at Peterborough, New Hampshire, and additional mailing offices. POSTMASTER: Send address changes to PCGames, P.O. Box 2007, Knoxville, TN 37901-2007. Editorial phone (603) 524-0100. Editors and production offices at: 80 Elm Street, Peterborough, NH 03458. Send comments of this issue copyright © 1990 by IDG Communications/Peterborough. No part of this publication may be printed or reproduced without written permission from the publisher. PCGames makes every effort to ensure the accuracy of articles published in the magazine and assumes no responsibility for damages as a result of errors or omissions.

DINO WARS



**Digitek
Software**

PREPARE YOURSELF FOR AN INVASION — prehistoric, at that — of strategy, adventure and education! Discover a time when dinosaurs ruled the world — relive battles and fights so captivating and realistic, you'll swear you lived among them!

This one or two player strategy-boardgame, complete with action/adventure elements and an extensive, animated encyclopedia, features amazing digitized sounds right on disk — and full sound card support. Massive, animated dinosaurs (covering 2/3 of the screen) are brought to life in dazzling VGA 256 color graphics.

“...OUTSTANDING...” —PC GAMES

Available for IBM PC, 100% compatibles and Tandy computers. VGA (256 colors), EGA, MCGA, CGA, Tandy (16 colors), AGL-LS, Sound-blaster, Creative Soundmaster and Innovation supported. Other formats: Amiga, C-64/128, Atari ST.

Retail price: \$59.95. See your local software retailer or call **1-800-783-8023** to order.

Circle 78 on Reader Service Card.



Actual VGA 256 Color Screens

Digitek Software

8910 N. Dale Mabey, Suite #57

Tampa, Florida 33614

(813) 933-8023

A New Genre in Computer Gaming...



Introducing Spirit of Excalibur, the first-ever Fantasy Epic Game!

A Fantasy Epic Game is a synergistic blend of traditional Fantasy Role-Playing, adventure and combat simulation, for an experience greater than the sum of its parts.

Spirit of Excalibur is set in the richly detailed world of mountains and rivers, townships and cities, castles and ruins of medieval England. More than 2.5 megabytes of dazzling artwork illustrate your journey. With add-on sound boards, powerfully orchestrated music will carry you away on a sea of enjoyment as you search for objects and solve the puzzles.

Roam at will across the 16-screen scrolling map of Arthurian Britain. Use the icon-based interface to check character status, zoom down to the scene level or up to the map, and give directional commands to parties or forces. You can enter, talk, take, trade, drop, attack, and even use magic at the click of a button — no unwieldy commands to memorize or key words to ferret out.

As in the best FRPs, the knights and lords, wizards and clerics of the court of Camelot are yours to befriend and command. As they undertake their quests, they can interact with the peasants, warriors, maidens, nobles, bandits, and other folk of the time, growing and improving their abilities and skills.

Spirit of Excalibur also provides opportunities for the tactical planning of a combat simulation. Move troops to strategic points to harry or delay invaders while your Knights complete their quests, obtaining spells, shields, or weapons needed to successfully defend the realm from attack.

Years of historical research ensure that this, at last, is the definitive game on Arthurian legends. Now playing only on powerful computer systems for discriminating game players.

MS-DOS version supports three Sound boards. Rated MTT-32, Audio, Color, CMS.

Scenes taken from IBM VGA and Amiga versions.

For IBM, Amiga, Atari ST, Apple IIGS and Macintosh computers. Suggested price \$49.95.

Spirit of Excalibur is a trademark of Virgin Mastertronic International, Inc.



18001 Cowan, Ste. A, Irvine, CA 92714 (714) 833-8710

Circle 64 on Reader Service Card.



Spirit OF EXCALIBUR



Sneak Preview!

FREE PC games disk!

Two terrific new PC games—FREE!

In a sneak preview of the newest concept in game software, Softdisk Publishing gives you a sample of its new subscription game disk. For the \$2 it takes to package and ship your SuperGame Sampler you can be the first to play two exciting new games. Here's what you get with your SuperGame Sampler:

Game #1—Catacomb

Catacomb is a spellbinding journey through the mysterious catacombs beneath a fabled palace. Endowed with wizard's powers, lightning bolts, fireballs and nukes, you will fight your way through dangerous catacombs. Your quest takes you deep within tunnels which hold coveted magical artifacts which will increase your power.

Game #2—Dangerous Dave

Dangerous Dave is an action-packed 10-level game in a treacherous Deserted Pirate's Hideout where you must retrieve Dave's stolen trophies. You will leap up to dangerous heights, tumble over scorching flame pits, and duck flying beasts. There are guns to fight off creepy creatures and jet packs to boost you over obstacles. Mario never had it so tough!

Find out how you can receive two great, new games like these—by subscription!

With your sampler we will send you information on how to get games like these by mail. Every two months we will send you new, never-before-published games written by the world's best game designers. Just as you master the games in your last issue, the next issue will arrive with even more exciting never-before-published games.

Send for your FREE SuperGame Sampler today—while supplies last.

Don't hesitate, this offer is available for a limited time only. Neither Catacomb nor Dangerous Dave is available elsewhere. You can get them only through this special offer. Just send the completed bind-in card with \$2.00 for postage and handling to:

SuperGame Sampler
606 Common Street
P.O. Box 30008
Shreveport, LA 71130-0008
1-800-831-2694

The SuperGame Sampler requires 512K and CGA, EGA, or VGA graphics capability. Joystick/mouse optional.



**SOFTDISK
PUBLISHING**

Software Embargo

The staff of Spectrum Holobyte forwarded to me a copy of your April 1990 editorial "Don't Copy, Be Happy" (p. 8) after they received a letter from me informing them that I would purchase nothing else from their firm after encountering the most annoying procedures to gain access to the new Welltris game. (If you type Alternate-Q, and the game requires use of only the arrow keys and the spacebar, it's *obvious* that you don't want to continue the game.)

One of my early computing purchases was a database manager that required insertion of a key disk for each access. I threw the program away and instead invested in Q&A, an excellent package that doesn't require you to hunt through your file boxes.

Then I bought an excellent typing program, but used it only once when I found that it, too, required insertion of a key disk; I went to Typing Tutor, although the program I got rid of was better.

I love Tetris and was quick to purchase Welltris when it came out, only to find that it wanted to play quiz games with me before it would let me access the game itself.

As a psychologist, I can assure you that game manufacturers are using convoluted logic if they actually believe that such irritating procedures do anything at all to influence whether or not someone will pass the game on to another person illegally.

Such a tactic serves only to create ill will toward the manufacturer; it doesn't eliminate copying, as those making this decision apparently believe.

I'd venture an educated guess that copy protection dissuades considerably less than 10 percent of people

who want to duplicate a program, and the others will spend 35 or 40 cents photocopying the necessary pages from the manual. As in the case of the man you cited in your editorial, copy protection may perpetuate copying.

Whenever I encounter a company that insults my intelligence and imposes unnecessary time expenditures on me by restricting access to the product I've paid for, it's easy to scratch that name off my list.

I don't seek revenge, because my own carelessness was responsible: The personnel at the software store where I purchased Welltris told me it wasn't copy protected, so I took their word for it without asking them to run it, which obviously was a mistake.

I travel extensively, so I couldn't return the disk conveniently, or it would have been back in the store the next morning, as I wouldn't have the company profit from the sale.

Who would voluntarily support a company that implies that you, and most of its other customers, as well, are thieves, and so includes ineffective, annoying safeguards against that assumption?

Jack Lythgoe

Box 1424

Twin Falls, ID 83303-1424

The Right Thing

In your April 1990 editorial "Don't Copy, Be Happy" (p. 8), you wrote, "If we don't tolerate copying, everybody will be better off."

Be realistic! Copying programs is nearly a part of everyday life for consumers of computer products.

I know very few people who would choose to buy software — whether you're talking about Lotus 1-2-3 or Double Dragon II — in a store rather than obtain it free from a friend.

Why spend a few hundred dollars for something you can get for the cost of a few disks and the small price of a manual on using it from your local bookstore?

To my mind — and evidently to yours, as well — copying programs illegally and giving them away is wrong. But since when has that stopped anyone?

I've noticed two features of the computer-game industry that discourage illegal copying.

The first is off-disk copy protection, such as a code wheel. I know it can be annoying to use, but looking up a couple of letters or numbers is hardly anything to get aggravated over.

In the game Pool of Radiance (Strategic Simulations, Inc., 675 Almanor Avenue, Sunnyvale, CA 94086, 408-737-6800, \$49.95), for example, you use a code wheel to obtain a password to get into the game and for translation in the game itself.

The second feature is the booklet that may come with the game. Pool of Radiance has two, each about 30 pages long. The desire to have original documentation, not photocopies, is often reason enough to spend the money for a game. It was for me.

As you suggest, "Tell all your friends to stop illegal copying." That's a great idea, but it will take some doing to convince someone to spend \$50 on Ultima VI insteading of getting it free.

Brian Kohl

45 Baker Street

Foxborough, MA 02035

If you have comments, questions, or suggestions, write and let us know what you're thinking. We reserve the right to edit letters for clarity, style, and space. Address your correspondence to Mailbag, PCGames, 80 Elm Street, Peterborough, NH 03458.

Quick Survey

Nintendo may have had the largest booth at the summer Consumer Electronics Show in Chicago (June 2-5), and Sega may have been the loudest, but all the best games were new MS-DOS titles — dozens of them.

The world of MS-DOS entertainment is very much alive — we'll give you a quick look here, and follow up with detailed reviews and features as titles become available.

✓ **Accolade** had a large number of new titles on display, including **Balance of the Planet**, an environmentalist's version of **Balance of Power**, and **Ishido: The Way of Stones**, another addicting strategic chal-



Ishido

lenge in the tradition of Shanghai. There's also a new computer version of the classic board game **Stratego**; **Star Control**, a space strategy/action game; and two new graphics adventures, **Search for the King** and **Altered Destiny**, each with a slightly different twist. In **Search for the**



Battle Chess II: Chinese Chess

King, you play a television-station employee looking for Elvis Presley. **Altered Destiny** drops you into a bizarre world after you're sucked through your television set. And at press time, **Accolade's Strike Aces** flight simulator had also just started shipping.

✓ Continuing a tradition of superb arcade games, **Taito** introduced five new titles: **Castle Master**, **Day of the Pharaoh**, **Kiwi Kraze**, **Operation Thunderbolt**, and **Where Time Stood Still**.

✓ **Sierra** continues three of its series with **Space Quest IV: Roger Wilco and the Time Rippers**; **King's Quest V**; and **Hero's Quest II: Trial by Fire**. **Dynamix Software**, an affiliate of **Sierra**, was showing the **World War I** biplane simulation **Red Baron**.

✓ **Microprose** showed a number of titles, including **Silent Service II**, **Covert Action**, **Railroad Tycoon**,

Command HQ, and **Knights of the Sky**, the company's own **World War I** biplane flight simulation.

✓ **Broderbund** will be coming out with a computer game version of the



Pictionary

popular **Pictionary**, plus **Galleons of Glory**, which simulates Magellan's historic voyage around the



Galleons of Glory

globe, and a new **Deluxe Edition** of **Where in the World Is Carmen**

Sandiego? Every aspect of the game has been expanded and improved, with digitized graphics, more locations, more clues, and, of course, more villains.

✓ **Interplay** is cooking up **Battle Chess II: Chinese Chess**; **Lord of the Rings Volume I: Future Wars**; and a new, more traditional chess game called **Checkmate**. If you liked the first **Battle Chess**, you'll want to check out the sequel.

✓ The spunky star of all those 7UP commercials now has the lead in **Virgin Mastertronic's** newest title, **SPOT the Game**. It rather resembles the board game **Othello**, but the **Spots'** wild antics keep things lively. Also in **Mastertronic's** new line-up is **Wonderland**, based on **Lewis Carroll's** classic novel, and **Spirit of Excalibur**, a fantasy game set in medieval England.

✓ **B.A.T. (Bureau of Astral Troubleshooters)** is the latest from **UBI Soft** in France. **B.A.T.** puts you in charge of eliminating an intergalactic evil genius.

✓ Besides a roster of sports games (see "Sports News" later in this section), **Konami** is also working on some arcade-action titles, including **Castlevania**, **Teenage Mutant Ninja Turtles**, **Metal Gear**, and **Super C**.

✓ **ReadySoft** should be coming out with **Space Ace**, **Dragon's Lair II**, and **The Stranger** (a tentative title) this fall.

✓ **Capstone** was there with its computer version of the Tom Clancy novel **Cardinal of the Kremlin**. The company is also working on a computer adaptation of the recent hit movie **Bill and Ted's Excellent Adventure**. A Capstone affiliate, **DUO Computers**, put on an impressive demonstration of the FC, its new Nintendo/PC compatible. (See the news story "Gamers' Paradise" later in this section.)

✓ **California Dreams** has new MS-DOS versions of **Tunnels of Armageddon**, **Blockout**, and **Street Rod** available or on the way to your local software store.

✓ **Three Sixty** is working on **Sands of Fire**, a World War II tank-battle simulation; **Megafortress**, based on the Dale Brown novel *Flight of the Old Dog*; a **Harpoon** scenario editor; a multiplayer arcade-action game called **Devil's Alley**; and a World War II submarine simulation in which you take command of a U-boat or a U.S. Navy Fleet submarine.



Savage Empire: number 1 in Origin's new Worlds of Ultima series

✓ The affiliated companies of **Electronic Arts** (as well as EA itself) were at CES in force. **Cinemaware**, for one, is working on an MS-DOS edition of **It Came from the Desert**. It also has **Brainblaster**, **Star Saga: One**, and **Star Saga: Two** in its summer line-up and is now working on **Blood Relatives**, **Dragon Lord**, and **Arcade Fever** for the fall.

✓ **Miles Computing** was showing **Lexicross**, a new puzzle game. Its latest line-up also includes **Family Crossword Puzzles Plus**, **Questmaster**, and **Galactic Wars: Epsilon Encounter**.

✓ **Interstel** was showing **D.R.A.G.O.N. F.O.R.C.E.**, in which you lead a strike force of 14 soldiers on a variety of antiterrorist missions, and **Armada 2525**, a game of interstellar (no pun intended) warfare.

✓ **Origin** is branching out from its traditional Ultima series. Stealing the show in one corner of CES was its latest effort, **Wingleader**, a space-flight and combat simulation that looks and feels

as if you've just landed the lead role in *Star Wars*. **Origin** was also showing **The Savage Empire**, the first in its **Worlds of Ultima** series, featuring Ultima-style play in new settings. The company reports that the second **Worlds** installment will be a Victorian science-fiction adventure. **Bad Blood**, a futuristic adventure game, and **Ultima VI: The False Prophet** were also on display at the show.

✓ **New World** announced **Tunnels and Trolls**, a new fantasy role-playing game to follow up its **Might and Magic** series.

✓ **Lucasfilm** has two new titles on the way — **The Secret of Monkey Island**, a humorous graphics adventure, and **Secret Weapons of the Luftwaffe**, an air-combat simulation that encompasses some of the experimental aircraft that came out of Nazi Germany near the end of the war.

✓ One of **Electronic Arts'** newest affiliates, **Ocean Software**, was at CES showing some of its latest

efforts: **Nightbreed**, **F-29 Retaliator**, **Billy the Kid**, **Battle Command**, **The Untouchables** (based on the movie of the same title), and **Lost Patrol**.

✓ **Strategic Simulations** was showing off **Dragon Strike**, a unique flight and combat simulator, and **Secret of the Silver Blades**, a sequel to **Pool of Radiance** and **Curse of the Azure Bonds**. SSI also hinted that it's working on a **Buck Rogers** game.

✓ At the show, **Sega** signed on to become **Electronic Arts'** newest affiliate. Sega will have MS-DOS versions of its new **Turbo Outrun** and **Altered Beast** soon.

✓ **First Byte** had its **Zug the Dinosaur** educational games on display. The latest title, **Spell-a-Saurus**, challenges kids with four word games.

✓ **Electronic Arts** had a few entertainment titles



under its own label on display: **PGA Tour Golf** (reviewed here on p. 30); **Gorbachev's Ace: The SU-25**, in which you play an elite Soviet Air Force pilot trying to keep the peace between the world's superpowers; and **Centurion**, an elaborately crafted simulation of ancient Roman history (reviewed on p. 18).

✓ **Digitek Software and Star Games** have a few new titles in the works: **Rings of Medusa**, **Targhan**, **Dinosaurs**, **Big Business**, and **Tie Break Tennis** should be available as you read this or shortly thereafter.

✓ **Computer Easy's** latest titles include **Info Quiz**; **Space Conquest: A Galactic Odyssey**; **Ante-Up at The Friday Night Poker Club**; **Video Poker à la Carte**; and **Stock Market: The Game**.

✓ **Walt Disney** is jumping headfirst into the software business, with a whole line of titles (mostly educational) coming out featuring all the Disney stars.

✓ The folks from **Gametek** had **Curly Neal** on hand to help them roll out its new **Harlem Globetrotters** basketball game. Gametek also has a plethora of TV game-show, board-game, and Fisher Price adaptations available or on the way shortly.

✓ **Suncom** displayed its latest product, the **Icon-troller** — an interesting combination of mouse and joystick control.

✓ **Tengen** has more addictive arcade-action titles on



Wingleader, from Origin Systems

the way, such as its new **Hard Drivin'** and **Klax**.

✓ **Spectrum Holobyte** was



Faces

showing off **Faces (Tris III)**, **Flight of the Intruder**, and **Stunt Driver**. **Faces** is similar to its predecessors **Tetris** and **Welltris**, but you're maneuvering portions of famous (or not-so-famous) faces into place. **Flight of the Intruder** is a combat



Flight of the Intruder

flight simulation of the A-6 Intruder and F-4 Phantom missions of the Vietnam War. **Stunt Driver** is a track simulation featuring loops, banks, and jumps.

✓ **New on the sound front**

for MS-DOS, **Advanced Gravis** was demonstrating **MSound Stereo**, a speech and sound playback peripheral for your favorite games that will make you believe you're watching a movie.

✓ **AdLib**, the industry standard when it comes to PC sound, has announced a lower price for its **Music Synthesizer** card — dropping from \$179.95 to \$149.95. The company's also releasing an FM sound-effects editor and library for software developers. That means you can listen for some radical sounds to come from future MS-DOS game releases.

— **Life Low**

Sports News

It may have seemed at first glance like a down year at the Summer Consumer Electronics Show in terms of sports offerings, but a perusal of the new products listed here proves that *down* refers to quantity, not quality. There were just enough top-drawer promises to whet the appetites of the toughest PC bench jockeys.

✓ The folks at **Data East**

were certainly the most active group, showing previews of two sports games and talking about a third. They seemed most proud of **Dream Team**, a three-on-three basketball challenge featuring stars Patrick Ewing, Dominique Wilkins, and James Worthy. Even though that sounds like a group in bad need of a guard (Isiah Thomas replaced Worthy in the orange-juice commercials), I'd hate to try to find three other players who could beat them consistently. **Dream Team** lets you control shot selections, and each player has a specialty shot. Other features will include play diagramming and the ability to access online player statistics through the **USA Today Sports Center**. The game will support the **AdLib** sound board and **VGA** graphics and is expected to sell for \$49.95. It will feature a mix of NBA and three-on-three rules.

The second title shown was **Bo Does Baseball**, featuring Kansas City Royals standout Bo Jackson. Like **Dream Team**, this game will allow access to current stats and players from the **USA Today** system and will let you edit stats or create teams of your own. At CES the Data East designers were unsure what mix the game would take between stats and action, but it's designed for an action/strategy mode. Also like **Dream Team**, **Bo Does Baseball** features strong graphics. It's priced at \$49.95.

Data East also talked about an upgraded version of **NFL Monday Night Football**, with additional statistics in areas such as scoring drives. The

YOUR MOVE...



Now, your favorite board games from Parker Brothers® and Milton Bradley® have been brought to life on GameTek software.

Enhancing these American classics with exciting computer graphics and intriguing sound effects makes games like Payday*, Advance to Boardwalk*, and Candy Land* come to life. (Plus, you don't have to worry about losing all the pieces or cleaning up afterwards!)

GameTek computer software is so much fun, it'll Boggle™ your mind. You won't be Sorry™! **It's your move!**

GameTek

2999 NE 191st Street • North Miami Beach • Florida 33180 • (305) 935-3995 • Fax (305) 932-8651

©1988 GameTime, Inc. CHUTES and Ladders, DANDY DAVID AND GO TO THE HEAD OF THE CLASS are REGISTERED TRADEMARKS OF MILTON BRADLEY CO.
©1990 MILTON BRADLEY CO. Scrabble is Parker Brothers' registered trademark for its slide-out computer game. ©1994, 1995, 1997, 1998 Parker Brothers. Big Bang is a Parker Brothers' registered trademark for its hidden word computer game. ©1993, 1995, 1998 Parker Brothers. Advance to Boardwalk is Parker Brothers' registered trademark for its hotel building computer game. ©1995, 1998 Parker Brothers. Pay Day is Parker Brothers' registered trademark for its electronic board game.
©1975, 1990 Parker Brothers. Goofus is a trademark. Beverly, MA, USA ©1915. Used under license from Parker Brothers.

Circle 125 on Reader Service Card

company also promises improved graphics and sound as well as a more intelligent computer coach on the other sideline.

✓ Shown in demo form only was **Spectrum HoloByte's Stunt Driver**. It's a race around a course no sane driver would want any part of, with loops, corkscrew jumps, open drawbridges, and more. A construction set lets you build your own tracks once you tire of the five included in the game. You can race head to head or against one or more computer drivers, each with his own personality. The sound promises to be realistic, and the graphics screens have a 3-D look. You can see the race unfold from a number of different angles, too. In VCR mode you can rewind and fast-forward or even view the last race frame by frame. You can also save it for future viewing.

✓ **Electronic Zoo** was showing only a completed Amiga version of **Tennis Cup**, but was promising an MS-DOS version soon and showed a running demo to back up its brag. Tennis Cup offers more shots than any net game I've seen, plus more play options, including four surfaces, doubles and singles, variable game speed, and a number of player skill levels. Graphics screens were strong, an absolute necessity for any sport that moves this fast. The retail price should be \$39.95.

✓ The only software company using a celebrity to push its sports title was **Gametek**, who brought



The Golden Bear — designing new courses for Accolade's popular series

some humor to the show for its new **Harlem Globetrotters Basketball** release. Curly Neal was on hand to perform some stunts and sign pictures; the game promises to be basketball, but with many of the trick passes and shots that are the Globies' trademark. One- and two-player games are possible, and Gametek promises digitized on-court sound effects, music, and voices. Suggested retail price is \$39.95.

Gametek had another sports offering in **Go for the Gold**, featuring Carl

Lewis (on screen, not at the show). Events included are the pole vault, 100-yard dash, hurdles, shot put, and javelin throw.

The only way to score well in those events is to practice, which builds up your on-screen character's stamina and skill. This track offering will carry a retail price of \$29.95.

✓ **Accolade's** new sports offering this season is **Jack Nicklaus' Unlimited Golf & Course Design**, which, as the name implies, offers undreamed-of possibilities

— you can even create your own links with unprecedented realism.

✓ **Electronic Arts**, always an active player at these shows, will be distributing two sports games for other companies. Both are auto races. The more interesting one was **Street Rod**, from **California Dreams**. You start by picking one of 25 street machines and customizing it with 35 high-performance parts. Then challenge any of 20 different computer foes to drag races or the road variety. By winning purses and pink slips you can improve your car for the ultimate showdown with the King. (I don't



Jack Nicklaus' Unlimited Golf

think they mean Elvis.) The company is also promising an additional data disk with more cars, engine parts, and decals. Retail price is set at \$39.95.

Also from EA will be Sega's new **Turbo Outrun**. Improved graphics screens are the feature attraction of this cross-country race, pitting your Ferrari against a Porsche 959. This version will also feature AdLib support and VGA. It sells for \$39.95.

One other note on EA: The company announced the signing of Chicago Bulls star Michael Jordan to a contract to help with more computer games, the first not slated to appear until next year.

IBM Introduces the PS/1

Never-ever computer users should have it easy with IBM's newest release, the PS/1 line. (There are four models.) Targeted at the home-computer novice, the PS/1 comes in an "approachable" package, with clearly defined instructions for unpacking and starting the machine — it's about as close to plug-and-play as anything that has ever come from IBM.

The PS/1 is based around the 286 microprocessor and includes a mouse, a built-in modem, and the complete Microsoft Works program. Two of the models are black-and-white and two are color; two use floppy drives and two are equipped with hard drives. Prices will range from \$999 to \$1999. PS/1 models should be available in stores by early September.

According to Skip Gladfelter, marketing manager for the PS/1 line, "This is not a games machine. This is a full-fledged personal computer that can also play games." Maybe, but whether you look in the corner office on the 50th floor or the study at home, chances are you'll see a golf game or a flight simulation in progress.

—Lafe Low

GET WITH THE PROGRAM!



Did you ever find yourself sitting in front of your television set shouting out the answers to the questions on your favorite TV game show?

You prower first but nobody hears you. Or so you thought.

GameTek was listening! And now, you can be part of the action... practically right in the studio! GameTek has captured all of the excitement of the original programs on computer software. Each program was designed in full cooperation with the producers of each show to ensure that every game is packed with all the thrills and excitement of the original program!

time is to ComaTek software, and get with the program!

GameTek

2000 NE 191st Street • North Miami Beach • Florida 33180 • (305) 933-3995 • Fax (305) 932-8651

Circle 124 on Reader Service card

✓ Just when you thought you'd never hear from these folks again, **Epyx** resurfaced at CES with **California Games II** and **Italy 1990**. *California Games II* looks much like the first version in style and sense of humor, but the graphics and sound are improved. Events include snow boarding, jet ski racing, body boarding, skateboarding, and hang gliding. Four of those modules were in place at CES and looked good. (On a related matter, Epyx will box together four disks from past products and offer it for MS-DOS as **The Games Series**.) *Italy 1990* offers World Cup soccer, with actual World Cup teams and players. It will feature authentic plays and formations along with one- and two-player modes.

✓ **Konami** is doing something I hope doesn't become a trend: converting for MS-DOS a game that has been a Nintendo hit, **Blades of Steel**. With eight NHL teams from which to choose, arcade-type action is the heart of the game. It features different skill levels and even touches on penalty shots and fisticuffs. It will sell for \$39.95.

✓ Finally from the show come **Mindscape's** two racing simulations. The first is called **Days of Thunder**, from the Tom Cruise movie of the same name. You take complete charge of your crew on a NASCAR challenge of eight races on seven different tracks. You'll need to change tires, make repairs, and refuel, not to mention drive like mad to have a chance at winning the Series Cup. It will offer



The DUO FC — PC compatible and Nintendo machine all in one

VGA as well as digitized sound for \$49.95.

In Mindscape's second offering, you'll race on 12 different models in **Superbike Simulator**. The game features both one- and two-player modes and supports both VGA and AdLib. Suggested retail is \$39.95.

— Rick Teverbaugh

Gamers' Paradise

A Nintendo machine in the playroom or family room, a personal computer in the den or office — that's the way most of us separate single-purpose cartridge-based entertainment machines and multipurpose MS-DOS computers, which boast compatibility with thousands of software products, from spreadsheets and word processors to flight simulators and golf games.

Now, however, you can have the best of both worlds. Not only can you have the two systems in the same room, you can have them in the same case.

The **DUO FC** and **DUO FC Plus** are 8088- and 80286-based machines, respectively, that also contain a Nintendo engine. So you can go from Lotus 1-2-3 to Super Mario Bro-

thers at the flip of a switch.

Leigh Rothschild, president of DUO Computers, calls the FC and FC Plus machines "the ultimate family computers." As are Nintendo machines, the FC computers are designed to work with regular television sets. That's right — real VGA graphics with 256 colors right on your living-room TV.

"I believe the DUO represents a technological breakthrough that will get computers out of the office and into the family rooms," Rothschild adds.

Rothschild says he expects the DUO computers to ship on September 1 and that outlets for the machines should include mass-market retail stores, software stores, and some mail-order companies.

At press time, the systems hadn't received approval from the FCC; Rothschild says he foresees no problems, however.

More important than FCC approval, though, may be Nintendo approval. The monopoly-minded giant isn't known for an altruistic attitude toward free enterprise; the company could doubtless cause trouble for a relatively small operation

such as DUO Computer.

Rothschild says he has had "on-going communication with Nintendo," however, and calls the conversations "very pleasant." Because DUO Computers buys Nintendo parts from Nintendo, Rothschild says, he doesn't think the talks will turn nasty.

"Our situation is different from a company like Tengen — where every sale takes money out of Nintendo's pocket. With DUO, in fact, every sale puts money in Nintendo's pocket," he explains.

Rothschild adds that he doesn't expect any supply problem and is "looking forward to complete cooperation with Nintendo."

In addition to Nintendo hardware, both the FC and FC Plus sport serial, parallel, and game ports, plus a VGA graphics card. (The machines also support EGA and CGA graphics formats.)

The FC has 640K of random-access memory (RAM) and a built-in 360K 5.25-inch disk drive.

The Plus comes with 1 megabyte of RAM, a 1.2-megabyte 5.25-inch disk drive, an AdLib Music Card, a 20-megabyte hard card for extra memory and storage, and an optional 80287 math coprocessor.

The DUO FC costs \$999 and comes bundled with \$90 worth of MS-DOS games. The FC Plus is priced at \$1895 and comes with more than \$400 worth of software. Both machines include MS-DOS 4.1.

For more information, contact DUO Computers, Inc., 14160 Southwest 139th Court, Miami, FL 33186, (305) 252-9040.

— Dan Muse



Subscribe to
PCGames Magazine
and Release the Power
of Your Imagination.

Experience PCGames.
The Ultimate Buyer's Guide for
MS-DOS Recreational Software.

**The Best Players Trust
The Best Source.**

PCGames is jam-packed with in-depth playing techniques, product reviews, and key strategies to keep you in top form.

We also keep you up to date with all the latest developments in hardware, monitors, graphics, and joysticks.

And our writers are seasoned pros who know their stuff and dig deep to bring you the hottest information on the market.

Built to Help You Beat Your Best.

PCGames is designed to maximize your fun, sharpen your skills, and show you the best in imaginative adventures, out-of-this-world fantasies, children's games, paint programs, simulation software and much more!

**An Amazing Magazine
With An Amazing Offer.**

Subscribe now and receive 4 issues for only \$12.97. That's 20% off the cover price!

To order, call toll free **1-800-227-7585** and charge it on your VISA, Mastercard, or American Express. Or, simply return the coupon below.

So, subscribe today. And see how far your imagination will take you tomorrow.

☒ **Please send me 4 issues of
PCGames for only \$12.97. I'll
save 20% off the cover price.**

☐ Payment Enclosed 3503HA

☐ VISA ☐ MasterCard ☐ AMEX

Card# _____

Exp. Date _____

Signature _____

Name _____

Address _____

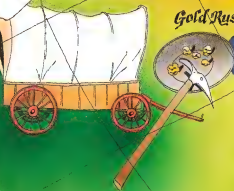
City _____

State _____ Zip _____

Mail to: PCGames, P.O. Box 2097,
Knoxville, IA 50197-2097.
Allow up to 10 weeks for delivery.

Canada & Mexico \$14.97. Foreign Surface \$19.97. Foreign Airmail \$21.97.
*Payment in U.S. Funds drawn on U.S. Bank is required for all foreign orders.

Gold Rush



Decisive Battles of the Civil War



Legend

Monitor



(w) CGA

(w) EGA

(w) VGA

Joystick



Keyboard



Mouse



Conquest of Camelot





Centurion

THE TIME MACHINE

**Close the history books for a moment
and open up your imagination to new worlds
of adventure and romance.**

Does the thought of history conjure up images of dusty textbooks and dusty stories of people and places long past? Perhaps, but imagine what it would have been like to be around during a different time — wearing a Roman toga or a suit of armor, or wielding a sword or a musket to defend your land. After all, when history was happening, it wasn't history yet. With your PC as a time machine, step back — into ancient Rome, medieval England, 15th-century South America, 19th-century California, and the battlefields of the 1860s, with *Centurion: Defender of Rome*; *Conquest of Camelot: Search for the Holy Grail*; *Gold of the Americas*; *Gold Rush*; and *Decisive Battles of the American Civil War: Volume III*.



Gold of the Americas



CENTURION: DEFENDER OF ROME

Centurion re-creates the splendor and savagery of the Eternal City in the days of chariots, gladiators, and Roman galleys.

Think of it as living the film *Ben-Hur* — you'll be building the Roman Empire from the ground up, extending it throughout ancient Europe, Asia Minor, and North Africa.

You'll command legions of soldiers and fleets of ships, and you'll negotiate with the leaders of various provinces. Once the dust has settled, you must then hold your empire together by keeping the people content and fending off invaders.

The game offers a good blend of military strategy, arcade sequences, and political maneuvering. The menu-driven interface will have you up and running in no time. You can use a mouse or the keyboard, but the mouse makes playing the game a breeze. Centurion features excellent VGA and EGA graphics with support for MCGA and Tandy 16-color graphics.

Hail, Caesar

You begin as a young officer commanding a single Roman legion. The year is 275 B.C., and although Rome dominates Italy, it's having a tough time fending off barbarians and invaders.

Your goal is to become Caesar. As you build your empire through conquests and alliances, you'll climb the political ladder up through 11 ranks, from officer to proconsul, until you reach the exalted status of emperor of all Rome and its territories.

Your rank determines the maximum number of legions (up to 12) and fleets (up to three) you can command.

As savvy politicians through the ages have learned, money talks. In this case, your talent as a leader is the coin of the realm. You'll need a healthy treasury of both leadership and hard currency to build up the necessary legions and fleets, stage gladiatorial games, and hold chariot races.

Whenever you conquer new states, you exact an annual tribute (setting the rate from none to "Bleed Them Dry"); of course, if you're really strapped, you can throw caution to the winds and just plunder them, but then the taxpayers will be certain to revolt.

You lead your legions on campaigns into 27

provinces you must incorporate into the Roman Empire — either through diplomacy or conquest. Each turn takes one year of game time, during which you can use or move any legion or fleet once and spend as much cash as you want.

The game's provinces and their geographic boundaries are taken from ancient Roman texts and maps, so names are in Latin: You'll find *Britannia*, *Gaul*, *Hispania*, and *Mauretania* bordering the *Oceanus Atlanticus*, for instance. (That's Great Britain, France, Spain, and Morocco for the uninitiated among you.)

When you enter a province, you get a four-part display showing a dialog box, a negotiations menu, a picture of the person you're talking to, and a postcard snapshot of the countryside. Your scouts report on the province's wealth, the size of its army, and the morale of its troops — *fierce*, *good*, *weak*, or *panicked*.

Next, you'll negotiate with the leader of the province. The negotiations menu lets you tailor your responses to those of your adversary — *friendly*, *diplomatic*, *ultimatum*, *form an alliance*, or *go to war*.

Successful negotiations depend on your ability to choose the right sequence of responses, on your battlefield record, the morale of the provinces you rule, your wealth, and your status.

You'll deal with gruff barbarians, cocky pirates, fierce warrior chiefs, and stern kings. When it comes to building an alliance with Cleopatra, Queen of the Nile, however, you'll have to do some particularly deft maneuvering.

You're in the Army Now

In the violent world of Centurion, fighting is much easier than building alliances, so the main focus of the game is the

battlefield. Depending on your rank and skill, you can raise legions or supplement the ones you have, drawing your troops from conquered provinces. Every legion you command gets a general and a morale level based on the home turf of its soldiers.

You can upgrade your infantry to cavalry legions or even consular armies, the most formidable Roman force. Centurion doesn't try to squeeze a crowd onto the screen, however. Instead, armies are compressed into the ancient Roman units called "cohorts." The infantry is depicted by a group of four soldiers representing up to 500



On the home front, entertainment presents a challenge.

"Think of it as living the film *Ben-Hur* — building the Empire from the ground up."

individuals (one cohort). Cavalry cohorts of up to 150 men apiece appear as two mounted soldiers. The difficulty level you're on determines the size of a cohort.

Again, the VGA graphics images shine: Troops resemble a set of tiny toy soldiers, with details so sharp you can clearly distinguish opposing troops from Romans even in heated hand-to-hand combat. Barbarians, elephants, and cavalry are especially well depicted.

Into the Fray

Good-looking graphics images also help illustrate Centurion's engaging strategic game play, drawing on tactics immortalized in famous Roman victories and defeats.

All battles take place on a large open field. You observe the action from a 45-degree horizontal view that places you slightly behind and to the right of your legion, where you can see all paths of attack clearly.

You control the action via two command menus. First, you select one of four basic Roman battle formations — *balanced*, *wedge*, *strong right*, or *strong left*.

Next, depending on the formations of both armies, you initiate a tactic such as *driving*, *wedge*, *sweeping*, *outflanking*, *standing fast*, or one particularly effective defensive maneuver called *Scipio's Defense* (named after the Roman general who defeated Hannibal and conquered Spain and much of Africa).

Not all fighting is automatic. You can pause the action to redirect individual cohorts or have your army break ranks in a wild free-for-all attack on opposing forces.

Battlefield animation is crisp and smooth. When individual cohorts clash, you can see tiny swords hacking and hewing. Defeated units fall to the ground or retreat. If you knock out a general, he waves a small white flag.

Not all the action's on land: When you become a tribune, you can build fleets of swift triremes, steady quadriremes, and massive galleons. Sea battles zoom in to an overhead view of your flagship versus the enemy's.

Here you fight by catapulting fireballs, firing arrows, ramming, or boarding your opponent's vessel. Although the game's sea battles fail to duplicate the epic proportions or the strategic

planning of land fighting, they present the best arcade sequences in the game, offering both fast-paced action and challenging play.

When in Rome

Don't forget the home front: While you're off fighting wars, you've still got to keep the citizens of the Empire happy by holding games.

You can put on a show in any province, but the Romans are the toughest crowd to please. In Rome, you must build the Colosseum for *Circus Maximus* gladiatorial combat and chariot races. Of those two arcade sequences, the chariot race is better in terms of the excitement of graphics action.

You're pitting a four-horse chariot against three competitors in a scene straight out of *Ben-Hur*. This rousing event takes place on a split screen: The top half displays a 45-degree view of the race, where the chariots are tiny colored dots speeding around a magnificent track, while the bottom half shows an overhead view of your chariot.

You can whip your horses for more speed or whip the other charioteers when the competition gets fierce. Careful here — if you go too fast or sustain too much damage, you'll crack up.

In the Gladiator Games, you pick two combatants from a stable of fighters. You control one of them, but the action is stilted — there are only two strikes, two blocks, and forward or backward movement.

Your challenge is to put on a good show despite the minimal screen action, because you still have to please this fickle crowd.

When it's all over, you choose thumbs up or thumbs down, and if the crowd agrees, you earn status points.

You Are Your Reputation

It takes more than conquering all the provinces in the world to become Caesar, although that's certainly the bottom line. Developing your status and maintaining your reputation are really the backbone of success in Centurion.

Status and reputation determine how fast you'll rise through the ranks. Your status is enhanced ☺



VGA graphics screens illuminate Centurion's strategy.

whenever you add to your provinces, try to strengthen treaties, win chariot races, or maintain Rome's honor by avoiding revolt or not plundering a territory.

Your reputation suffers when you lose a battle, get whipped at a game, weaken an alliance by plundering a country, or fail to protect an ally from foreign attack.

Though your social status can weaken, however, you can never be demoted to a lower rank. You could be ruthless and still become Caesar, but it would take longer because you'd constantly need to put down revolts in all those provinces you conquered.

Electronic Arts has taken on a formidable task and to its credit has pulled it off in an entertaining and accessible way. Now, we all know Rome wasn't built in a day — likewise, the game *Centurion* should provide you with long hours of fascinating exploration.

— Wes Nihei

512K IBM PC, Tandy, and compatibles;
CGA/EGA/VGA/MCGA/Tandy 16-color;
keyboard or mouse; off-disk copy protection



CONQUEST OF CAMELOT: SEARCH FOR THE HOLY GRAIL

The legend of King Arthur is the epitome of high adventure — trekking throughout medieval England, clashes with warriors of all sorts, the quest for the Holy Grail. It seems a natural subject for a computer game, doesn't it?

I usually greet any such game, however, with mixed excitement and cynicism. The excitement stems from the undeniable fact that the story of King Arthur is indeed an epic adventure. The cynicism comes from another undeniable fact: that games based on King Arthur and his knights are usually predictable, repetitive, and diluted in power and scope.

It's a relief to inform you, however, that the publisher,



The legend of King Arthur — the stuff of epic adventure.

Sierra On-Line, has gone to great pains to ensure the authenticity, originality, and enjoyability of *Conquest of Camelot*. The game succeeds spectacularly on all three counts.

History and Legend

Conquest of Camelot blends historical fact with bits and pieces of the many legends that make up the mythos of King Arthur and the Holy Grail. By doing so, Sierra has managed to avoid many of the clichés that make other games of this genre easy to solve because everyone knows the story, and therefore knows what to do.

For example, much of the turmoil surrounding the period of King Arthur involved change in religious thought: from worship of the numerous Greek, Roman, and Celtic gods and goddesses to belief in the one Judeo-Christian deity. *Conquest of Camelot* maintains the mystic quality of paganism and the accompanying rituals while allowing King Arthur to make the subtle transition to full belief in the Christ who drank from the chalice known as the Holy Grail. If he heeds his passionate responses to danger and challenge in his search for the Grail, he'll certainly fail. The Arthur who will complete the quest is one who knows humility and compassion, as well as armed force.

Incidentally, when King Arthur finally makes it to the Holy Land, keep in mind that he's out of his element. King Arthur is an infidel to the inhabitants of that exotic country. The game does an excellent job of conveying the antagonism and suspicion you'd expect in that locale at that time.

Use Your Head

Conquest of Camelot is more a game of cerebral than physical action. You'll find a number of puzzles to solve — some simple; some harder; yet

just a matter of reading the *Liber Ex Dadrina* (the documentation) to find answers; and some difficult and dependent on your logic and intellectual skills.

There are times when you have to wield the legendary sword Excalibur, however — and the game's arcade sequences require some adroit maneuvering. In the *Forest Perilous*, for instance,



Soon to face the Black Knight in a deadly joust.

you'll have to defend yourself against an attack by wild boars. You must also engage the Black Knight in a deadly joust. At the end of the game, a Saracen warrior will block your way to the Grail as you journey into the Near East.

None of the arcade combat encounters is particularly devastating, unless you select the highest difficulty level (which you can set from the overhead menu that has become standard in all Sierra's graphics adventure games). This feature lets you play the game for the puzzles and win the arcade elements easily, yet still get a satisfying taste of hands-on combat. Try a middle setting if you'd like the best of both worlds.

Bringing the Characters to Life

The animated graphics images in *Conquest of Camelot* are very nicely done. Character movement is seamless and the artists have paid a lot of attention to creating a detailed and believable medieval world.

The graphics screens aren't "true" VGA in the sense that they only use 16 colors, rather than a full 256-color palette. That's noticeable only in full-screen scenes, however, and even then it doesn't detract from the game.

In numerous scenes the animation is state of the art, but never more so than when Arthur is rewarded with visions of the Grail or the knights he has sent out on the quest. Scenarios featuring the various pagan gods and spirits interacting with Arthur are also impressive. One scene that takes place in Jerusalem in the house of the seductress Fatima is realistic enough to be rated PG-13.

Bogged Down

Conquest of Camelot does have a few minor weaknesses. In Jerusalem, for instance, King Arthur has to make a series of purchases and trades to advance in the game, and this section becomes a bit tedious and time-consuming.

I felt it was the weakest segment of the adventure; it has a purpose and it supports the underlying themes of purity, compassion, and charity — all necessary characteristics in a man who seeks the cup from which Christ drank — but it's still overdone.

Also, for all the game's realism and adherence to the legends of Arthur, it's significant that Sierra



Going to war for the Gold of the Americas.

Arthurian literature in *Conquest of Camelot*. The love triangle of Lancelot, Gwenhyver, and King Arthur, for instance, plus Merlin's guiding role and the moral conflict between right and wrong, all make this adventure a fascinating trip into the stuff of fantasy.

— Jim Trunzo

512K IBM PC, Tandy, and compatibles;
Tandy graphics/CGA gray scale only/
EGA/MCGA/VGA/Hercules monochrome;
keyboard, mouse, or joystick;
supports Roland MT32, AdLib, Game Blaster,
IBM music cards; 8 megahertz or higher
recommended; off-disk copy protection

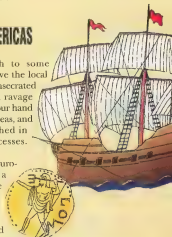
GOLD OF THE AMERICAS

Bring the Black Death to some unsuspecting natives, enslave the local populace, plunder their consecrated grounds, raid their tombs, ravage some virgin territories, try your hand at privateering on the high seas, and become otherwise enmeshed in a period of rampant excesses. Welcome to the New World.

Portraying 300 years of European imperial domination in a mere 30 turns, *Gold of the Americas*, from Strategic Studies Group, lets you lead expeditions from Spain, Portugal, France, or England during the turbulent period of colonial expansion and exploitation.

A single session of the game may last only a couple of hours; with each turn, you can explore new territory in hopes of establishing a colony.

Once you've set up your outposts, you can go ahead and develop them to enhance their level of civilization, placate the population to avoid new problems, or exploit them for their riches. The



third method yields the greatest profit, but there's an inherent risk of uprisings if you use this tactic too frequently.

Another method of increasing your cash flow — which also weakens your opponent's position — is to raid the established colonies of your rivals. This move often leads to war, so make sure you have adequate numbers of armies and warships to defend your position before attacking. If you're on the receiving end of an attack and you don't have an adequate army or navy, you can equip a number of privateers and engage in mercantile warfare along the trade routes to Europe. You can also set taxation in the countries you control. Fortunately, not all income garnered this way returns directly to the crown: A secret fund is held back to aid expansion. Another thing you'll need to do is import slaves, as the plague continues to ravage the colonies.

Hidden Factors

Although the command structure is simple, the interaction of the various elements of the game (including diplomacy in multiplayer mode) is sufficiently complex that victory is far from easy.

Ultimately, victory is determined by a point system incorporating the number of colonies each power holds, degree of development, and wealth of the controlling player.

In addition to the historical starting positions for each country, you may randomize those values and control the relative strengths of your computer opponents, as well. These variable attributes make *Gold of the Americas* a superlative value. It also supports all graphics modes through VGA, and you can control the game with keyboard, mouse, or joystick.

You don't need any particular interest in the historical premise to enjoy this simulation, as the addictive action lets it stand on its own merit as an outstandingly enjoyable game. —H.E. Dille

512K IBM PC, Tandy, and compatibles;
EGA/CGA/MCGA/VGA/Hercules/Tandy 16-color;
keyboard, mouse, or joystick; no copy protection

GOLD RUSH

Life in the mid-1800s was something less than glamorous for a lowly newspaper clerk living in Brooklyn Heights, New York. Across the country some 2500 miles away, however, the opportunity for a new life, adventure, and riches beckoned.

All it took was a little nerve — so Jerrod Wilson

surveyed his meager quarters, reread a letter from his long-lost brother, and let himself get swept up in the madness that soon became the '49ers' California Gold Rush.

Gold Rush is a precious nugget in its own right — one that history buffs and adventure gamers alike will want to "pan." Assuming the role of Jerrod Wilson, a typical East Coast green-

horn, you risk the many dangers of travel during this period and journey to the West Coast in hopes of striking it rich. Finding gold was no sure thing; finding the tombstones of those who had had the same dream as you was guaranteed.

Gold Rush is actually three games in one, each offering its own challenges, dangers, and rewards. In the year 1848 there were three ways to travel west: overland by stagecoach, canal boat, steamer, and wagon train; via ship to Panama and then on foot through the jungles of Central America; or by ship all the way around the tip of Cape Horn. As Jerrod Wilson, you'll get to choose your poison.

Go West, Young Man

If you decide to go overland, you'll have to deal with the desert heat, cattle rustlers, Indians, and thieves. If you decide to travel to California via the Gulf Stream and Panama, you'll face quicksand, poisonous snakes, and yellow fever. If you take the trip around Cape Horn, seasickness, scurvy, starvation, and violent storms at sea await.

Sierra's game is especially enjoyable — and valuable — because it's historically accurate. The trip around the Horn, for instance, was the safest way to reach California — relatively speaking — but took the longest. That's the case in *Gold Rush*. The obstacles encountered by the pioneers of 1848 are the same you'll face on screen when playing the game. The terminology, the cost of supplies and passage, and the actual routes traveled are all exactly as they were during the mid-19th century. Seldom will you find an opportunity to



Leaving old New York behind in the quest for California gold.





Let's go back in time. All the way back to about 275 BC. Civilization exists only in small pockets like Rome, Greece and Egypt. The rest of the world is a vast terra incognita, peopled with strange and dangerous barbarians. You are a young Centurion, sent with your legion to subdue marauding tribes of the Alps.

What would such an adventure be like?



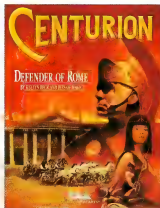
That's the premise of *Centurion: Defender of Rome*, a new cinematic adventure, where you don't just watch the story unfold, you control the action. You'll race chariots in the Circus Maximus, sail fleets of ancient warships across the Mediterranean, compete in gladiator shows in the Colosseum, seduce the voluptuous Cleopatra and lead Roman legions into battle at the edge of civilization.



In *Centurion*, rich images of a time long ago are brought to life with cinematic techniques. I began exploring the uses of cinematic techniques in *Defender of the Crown* and *Rocket Ranger*. But as great as these early cinematic adventures LOOKED, they lacked the addicting involvement and interactive levels of great computer games. The "cinematic" part was complete. The "adventure" part was in its infancy.

The cinematic adventure has finally grown up. We used every last one of our secrets in making *Centurion*. It's all there: great graphics, cinematic editing, strategy, and depth of gameplay that players now demand.

THE S·E·C·R·E·T·S OF CINEMATIC ADVENTURES



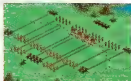
Take *Centurion's* chariot racing scene. We planned out every scene the way a filmmaker would shoot it. You see your chariot enter the Circus Maximus and pass in front of a packed grandstand. The "camera" cuts to an aerial shot of the track and zooms in for a close-up of your chariot. Suddenly the race begins. You hold the reins as you charge around the track, whipping your opponent and trying to shatter his chariot.



We even added a fully-orchestrated musical soundtrack. We asked award-winning film composer Jon Newton to work his magic with sound boards. The pounding drums and blaring trumpets bring out the drama of each event.

But we wanted to go beyond cinematic appeal. We wanted to create an environment that's different each time

you play, one that doesn't have the usual pre-determined path. Like our land battle. You control the action and create your own winning strategies. You direct the movement of each infantry and cavalry unit. You send your general into the fray to bolster your troops' morale. Retreat. Charge ahead. Outflank. Even form a wedge. But your enemies are "smart" and unpredictable. They'll adapt to outwit your previously successful strategies and present you with new challenges each time you play.



Cinematic graphics and great game play. This is what makes *Centurion* the first complete cinematic adventure.

It took my group, Bits of Magic and Electronic Arts® three years to bring the epic world of *Centurion* to life. I sincerely hope you'll enjoy your journey back in time to the world of ancient Rome. (Here's one last secret: Save the Parthians for last. They can tear you to pieces.)



ELECTRONIC ARTS®

2 WAYS TO ORDER: 1) Visit your retailer. 2) Call 1-800-245-4525 with VISA/MC, USA or Canada, Mon-Fri, 8am-5pm Pacific Time. IBM, Tandy and compatibles \$49.95 (3.5" available). Screen shots represent IBM version. IBM is a registered trademark of International Business Machines Incorporated. Tandy is a registered trademark of the Tandy Corporation. *Defender of the Crown* and *Rocket Ranger* are trademarks of Cinemaware Corporation.



learn so much and have fun at the same time.

In terms of graphics screens, *Gold Rush* is a treat, with more than 150 scenes and advanced visual effects.

Windows, overhead maps on which your path is traced, full-screen scenic landscapes, and exciting

animation all add to the feeling that you're actually participating in the exciting but perilous event known as the California Gold Rush.

Sierra has done a laudable job re-creating a part of history that's misunderstood by so many Americans. There's no doubt that many men became wealthy overnight — but many more lost their lives trying to strike a mother lode. Even more died before they ever reached the promised land of California.

Gold Rush depicts both the hardships and the joys of the period accurately. Strike it rich in the safety of your own home — open up *Gold Rush* and you'll find a wealth of knowledge and enjoyment.

— Jim Trunzo

256K IBM PC, Tandy, and compatibles;
CGA/EGA/MCGA/VGA/Hercules monochrome;
joystick or keyboard; off-disk copy protection

DECISIVE BATTLES OF THE AMERICAN CIVIL WAR: VOLUME III

General Ulysses S. Grant is often touted as the "savior of the Union," a reputation that undoubtedly led to his election as President — but although he was a masterly strategist, he

was tactically inept. That statement will certainly spark some degree of controversy, but after playing *Decisive*

Battles of the American Civil War: Volume III, you may find yourself agreeing with it.

The battles depicted in the game — Atlanta, Cold Harbor, Franklin, Nashville, Spotsylvania, and Wilderness — depict certain events that occurred from May 1864 to April 1865. During that time, the Confederacy was in what can only be described as an orderly

retreat. Under the brilliant guidance of Robert E. Lee and his field commanders, the Confederate army sought to defend key positions in an attempt to salvage as much dignity as possible from their ultimate defeat.

The Cold Harbor scenario is perhaps the best illustration of Grant's lack of tactical prowess. After initial conflicts between the opposing cavalries, Lee's army was deployed into an intricate series of interlocking trenches and barricades to await the inevitable assault. Union soldiers, who referred to Grant as "the Butcher," realized that attacking the entrenched Confederate forces would be suicidal, but that they

would nevertheless be ordered to do so. Considering their situation, they put their names on bits of cloth and attached them to their uniforms so that their bodies could be identified.

The entire assault lasted but eight minutes, during which 7000 Union soldiers were killed or wounded; it was the most costly massacre in recorded history up to that point. Although Cold Harbor and many other battles of this period were indeed tactical defeats for the Union, however, each was a strategic victory. Grant and the Union forces had the advantage of a logistic inertia that the beleaguered Confederacy couldn't counter.

Take Charge

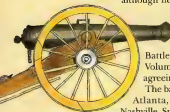
If you're familiar with the previous titles in the *Decisive Battles* series, you'll find the game play relatively unchanged. You assume the role of field commander, carrying out directives as they follow the historical chain of command. Each of your subordinate commanders is rated for his leadership and his ability to execute orders.

How you distribute your leaders has a significant impact on the outcome of each engagement. With each turn, you can also select the degree to which you'll expose yourself to enemy fire — from *heroic* to *cautious*. The 19th-century battlefield was a time when leadership by example had a definite inspirational affect on troops. The down side of this method of command is that you can lose sight of the "big picture." The discerning player will weigh his or her options before becoming overly heroic.

When you issue orders, they may include appropriate time lags before they're received, and in some instances, they may not be received at all. You can use the game's "radio" option, as well, ☐



Delicate balance: tactics vs. strategy in the Civil War.



SECRET OF THE SILVER BLADES

The stunning sequel to
POOL OF RADIANCE and
CURSE OF THE AZURE BONDS!

Advanced
Dungeons & Dragons
COMPUTER GAMES

FORGOTTEN REALMS

FROZEN TERROR AWAKES!

The frigid valleys of the Dragonspine Mountains echo with the desperate plea of terrified miners: "Heroes of the Forgotten Realms, save us from evil!"

Unwittingly digging in unhallowed ground, they have disturbed an ancient vault and released its terrible content. Scores of horrific creatures now infest the mine shaft — and threaten to escape into the world above!

You and your heroes must find the way to contain this scourge. All hope depends upon your ability to unravel the age-old mysteries surrounding this evil infestation.

SECRET OF THE SILVER BLADES improves on the award-winning game system used in **POOL OF RADIANCE** and **CURSE OF THE AZURE BONDS**. Continue your exciting saga in the **FORGOTTEN REALMS®** game world —

transfer your characters from **CURSE OF THE AZURE BONDS**. Or create all-new characters. Either way, explore the largest 3-D adventuring expanse ever in an AD&D® computer game. Battle monsters you've never before encountered. Use higher character levels, and invoke new, wondrous spells.

All this *plus* spectacular graphics add up to unequalled excitement in AD&D® computer fantasy role-playing!

To order: visit your retailer or call 1-800-248-4525 to charge on VISA or MasterCard.

To receive SSL's complete product catalog, send \$1.00 to: SSL.

675 Almanor Ave.,
Suite 201
Sunnyvale, CA
94086.

Available
for:
IBM
C-64/128

ADVANCED DUNGEONS & DRAGONS, AD&D, FORGOTTEN REALMS, and the TSR logo are trademarks owned by and used under license from TSR, Inc. © 1986 TSR, Inc. All rights reserved.



STRATEGIC SIMULATIONS, INC.®

**"Volume III
isn't for
the faint
of heart —
experienced
war gamers
will find it
a delightful
challenge."**

which artificially presupposes perfect communication. The game succeeds best when the historical "fog of war" is preserved. With that in mind, keeping your troop movements hidden is also recommended.

You select all commands and reports via pull-down menus. Although the documentation contains a detailed explanation of the menu system, you'll find it still takes some time to get used to. Once you're comfortable with it, however, you'll agree that it's one of the most comprehensive control interfaces for war games.

The scenarios themselves aren't as historically balanced as you may expect. Combined with a nonspecific victory point system (there are no levels of victory, as is usually the case in war games), this flaw forces you to compare the results of your engagements to the historical record to evaluate your performance.

Another option is to observe computer-versus-computer duels until you have a feel for the flow of each scenario. Once you've played a couple of scenarios, you're sure to appreciate that even in victory, things weren't always black-and-white. Taken in the tactical/strategic context mentioned earlier, you'll often incur an astonishing loss of life as you achieve a hollow tactical victory when commanding the Confederacy, for example.

One of the nicer features of the Decisive Battles series (as well as SSG's Battlefront series) is a powerful scenario builder called *Warplan*. This feature, along with the game's built-in *Warpoint* graphics editor, lets you modify existing scenarios to accommodate historical "what ifs" or create entirely new scenarios if you prefer.

If you don't feel like spending the time it takes to research and develop your own new scenarios, take a look at SSG's publication *Run 5*, which

offers additional scenarios for all the company's games on an ongoing basis. Subscription information is included in the Decisive Battles packaging. The scenarios provided in *Run 5* greatly extend the replay endurance of SSG's products.

Show of Force

Melée combat, whether infantry or cavalry, was often the decisive factor in Civil War conflicts, because of the limited range of the firepower available during the period. A commander's most difficult task was maneuvering his forces into an advantageous position from which to launch such an attack.

It's difficult in this game to achieve a large measure of surprise (though not impossible), so coordinating your efforts is the key to successful combat. Concentrate artillery fire on the line you seek to breach. When you've softened up the opposition sufficiently, you can commit your infantry and cavalry forces. Avoid futile frontal assaults — such as Pickett's Charge at the Battle of Gettysburg — at all costs.

Decisive Battles' Volume III isn't for the faint of heart. Experienced war gamers will find it a delightful challenge, particularly if you play from the Confederate side. Less experienced players of this genre should start with the earlier volumes first, as they provide more balanced play.

In any case, you can't play any of the games in the series without gaining a stronger appreciation for the difficulties faced by field commanders during the American Civil War. — H.E. Dille

512K IBM PC, Tandy, and compatibles;
EGA/CGA/MCGA/VGA/Hercules;
mouse, joystick, or keyboard; no copy protection

Product Information

Centurion: Defender of Rome

Electronic Arts
1820 Gateway Drive
San Mateo, CA 94404
(415) 571-7171
\$49.95

Conquest of Camelot:

Search for the Holy Grail
Sierra On-Line
P.O. Box 485
Coarsegold, CA 93614
(209) 683-4468
\$59.95

Gold of the Americas

Strategic Studies Group
distributed by Electronic Arts
1820 Gateway Drive
San Mateo, CA 94404
(415) 571-7171
\$39.95

Gold Rush

Sierra On-Line
P.O. Box 485
Coarsegold, CA 93614
(209) 683-4468
\$39.95

Decisive Battles

of the American Civil War: Volume III

Strategic Studies Group
distributed by Electronic Arts
1820 Gateway Drive
San Mateo, CA 94404
(415) 571-7171
\$39.95



ALL THE FUN OF REAL STUNT RACING WITHOUT THE BRUISES

Road etiquette? Forget it!

Get ready for the wildest, most daring stunt driving experience this side of Hollywood. Slip behind the wheel of this classic '66 Shelby Mustang and buckle up for chills and thrills. You'll soon be zipping through the loop-the-loop, twisting through a corkscrew jump, and flying over death-defying ramps.

To add to the frenzy, there are other aggressive competitors trying to nudge you off the road, cut you off at a jump, and generally damage your Shelby beyond repair. The excitement escalates as you advance in level of difficulty and take on more challenging courses. With five pre-designed

courses and a "construction editor" which allows you to create your own, you'll never tire of the thrill of the chase.

Multiple view perspectives allow you to see from any angle. Recap all the excitement with the video instant replay. In VCR mode you can rewind, fast forward, pause and view frame by frame. For those sequences you want

to review at a later date, save to disk and load them as you desire.

With amazingly realistic 3-D graphics and true-to-life sounds, Stunt Driver delivers all the action of real stunt driving. Everything, that is, but the bruises. So grab your helmet and race to your favorite retailer to be first at the starting line for Stunt Driver!

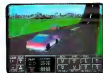
Available for IBM in CGA, EGA, VGA/MCGA and Tandy.



Down shift and hit the gas! You'll need plenty of speed to clear that open drawbridge!



You can almost feel the gut-wrenching G-forces from the loop.



The recorder mode plays back the action from numerous camera sites.

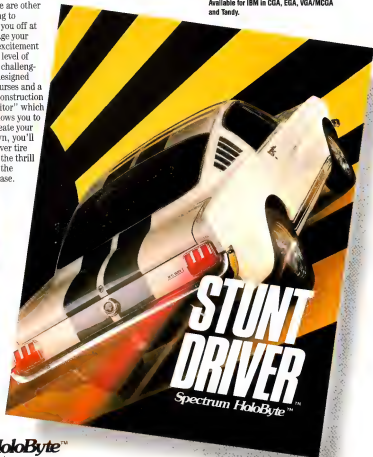
Screens shown are IBM EGA
Stunt Driver © 1990 Sphere, Inc. All rights reserved. Stunt Driver and Spectrum HoloByte are trademarks of Sphere, Inc. Other trademarks are owned by their respective holders.

Spectrum HoloByte™

A Division of Sphere, Inc.

2061 Challenger Dr., Alameda, CA 94501 (415) 522-0107

Circle 123 on Reader Service Card.





TEE TIME

A new foursome brings the best of "the gentleman's game" to your home computer screen this fall.

By Rick Teverbaugh

By now someone's probably come up with some witty saying about how computer games imitate life. That's certainly true in the case of golf simulations, at least. With the popularity of the sport growing nationally and internationally at a pace that has made the wait for tee times at some courses hours instead of minutes, it seems only natural that the boom would be reflected in new computer golf games. Four recent releases that caught my eye this summer are **PGA Tour Golf** from Electronic Arts, **Jack Nicklaus' Unlimited Golf & Course Design** from Accolade, **Greg Norman's Shark Attack** from Mastertronic, and **World Class Leader Board** from Access Software. Let's tee off and take a closer look.

PGA TOUR GOLF

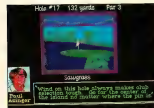
The biggest stir among the gallery, at least initially, will be for PGA Tour Golf, enjoying especially high visibility because it's based on the series of tournaments of the same name. The game uses many of the tour's actual pros to offer advice on shot selection for upcoming holes and analyzing the competition.

In terms of graphics, the game is stunning throughout the opening screens, tapering down to very good once you start playing.

The view during play can be as streamlined as you'd like. With all options in place, you'll start with a fly-by of the hole; at the end of each shot, you'll get an overhead view of the hole, where your shot went, your ball lie, and a contour map of the green once you get there.

PGA Tour Golf supports the AdLib board, as well, and provides entertaining music during loading and setup.

In both practice and tournament modes, you can choose to play alone or with as many as three other players. The game remembers each player



and keeps a running account of all players' stats.

In tournament mode, the program also tracks each player's average score, best score, and money winnings. During the tournament, you'll get TV-like reports on the other players' performances (although that's sometimes distracting).

Because you always play in the last group of the day, you'll know immedi-

ately how you stand once you finish your round. Unlike the real PGA Tour, though, this program makes cuts — so the pressure's on to avoid having a bad round or even one bad hole.

Before you tee off, you select the clubs (up to 14) you'll carry in your bag. You can also go to the driving range or practice green, or practice any hole on any course — a perfect way to try different strategies with various clubs on troublesome holes.

Once you're ready to hit, the first thing you'll notice about the mechanics of the game is that the power bar is horizontal and located at the bottom of the screen. Most other sim-

Otherwise, play is familiar. A tap of the spacebar, joystick button, or mouse button starts the backswing. When the bar reaches the proper strength level, a second tap starts the downswing. The third tap has to be just right if you want to hit the ball straight. Hit it too early and you'll hook the ball; too late and you'll slice.

The ball's action once it lands is PGA Tour's most realistic feature. It rolls forward with every club from the driver through the two iron and checks up nicely with the three through six irons.

Hold onto your hats when hitting with the seven iron and up, because the ball actually picks up some backspin and retreats once it lands on the green. The contour of the green also affects the way the ball lands.

Simulating the ball landing on the fairway is easier because there's no real topography until you reach the green — definitely one of the game's drawbacks.

Hitting to the green, however, is quite authentic. The shorter the club you can use to get there, the better

your chances of getting it close to the pin.

Nine different lies add to the realism: teed up, on the fairway, in divot on fairway, in light rough, in sand trap, half-buried in light rough, buried in sand trap, in heavy rough, and, worst of all, half-buried in heavy rough.

As in most golf games, the wind plays a factor. PGA Tour, however, incorporates a unique twist: Sudden gusts change the wind's velocity and direction while you're lining up your shot. Once you start your backswing, though, conditions are frozen.



PGA Tour includes a choice of special shots for unique situations.

The game includes some special shots, too, for situations in which a regular swing just won't do. There's the chip, for shots close to the green, and the punch — perfect for getting out from under hanging limbs.

You can also putt from the fringe, take a mulligan (shooting a shot over, in practice mode only), pick up the ball (and take a 12 for that hole), and see an instant replay (automatic if you've made an especially good shot).

The greens are tough, and sometimes information can be misleading. If you're six inches above the hole, for instance, a 12-foot putt shouldn't need 12 feet of strength to get there; the close-up, however, may reveal that the putt needs to travel ten inches down and then four inches up before reaching the hole.

PGA Tour includes three courses — Avenel, Sawgrass, and West Stadium — providing plenty of challenge and

a long day if you're not playing well. (It took me four tries after a half-dozen practice rounds to make the first cut in tournament mode.)

The game should stand up well to repeated play and provide a consistently tough challenge for golf fans at all skill levels. Electronic Arts promises solid support and additional course design for the product.

One advantage of the Professional Golf Association's endorsement is that the game's designers should have access to tons of information on all PGA courses and should be able to do a great job simulating them.

JACK NICKLAUS' UNLIMITED GOLF & COURSE DESIGN

Next up is Jack Nicklaus' Unlimited Golf & Course Design — more like the sport as we know it on the PC, but with more perks and revisions than any other golf game I know.

This version looks and plays a lot like the original Jack Nicklaus' Greatest 18 Holes of Major Championship Golf, except — and that's the key word here — that Unlimited includes many more options, plus VGA graphics, sampled

music. There's also the design aspect, as you'd expect from the game's title.

Analyzing the Factors

Start up Jack Nicklaus' Unlimited and you'll get an overhead view of the course layout.

The wind is consistent from hole to hole with the direction of the course in mind. If the wind is out of the south, all south-to-north holes will play downwind, all east-to-west holes will play with a crosswind, and so on. The familiar circle graph tells you the strength and direction of the wind before each shot.

Greens now have multiple contours. With additional colors, you can tell where the hills and valleys are by simply noting the fairway's shading. The ball will react to those contours when it lands.

Another new factor here is weather: Conditions can be wet, normal, or dry. Balls won't roll as far on the fairway or the green when it's wet, but watch out when it's dry. (I have yet to break par when the wind was up and conditions were dry.)

Putting is the most accurate I've experienced in any golf game. You can size up your putt by hitting a key and seeing a Mean 18-like overhead; you can also use a three-layered grid as you're lining up your putt. Misread a putt and it could lead to three putts or worse.

The cursor for lining up the putt should still be closer to the pin instead of all the way at the top of the screen, but it isn't that hard to get used to.

The mechanics of the game are the same as before, with the power bar and the area for aiming and selecting clubs unchanged.

Also unchanged is the option to play stroke or match play, or play for "skins" (cash prizes for each hole).

Some special viewpoints and related features have been added. You can see a replay of any shot, even from reverse angle as the shot comes toward you on the screen.

You can call up overhead views, look at the scorecard or game statistics, examine course conditions, display the best rounds and the hole-in-one club for that course, and list the clubs and distance potentials.

A tournament option here locks in



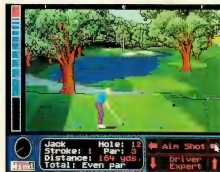
Use the special grid to line up your putt.

random wind and weather selections as well as pin placements at any one of five locations.

In tournament mode, you can also create a results file to print or post to a bulletin board.

Create Your Own

Unlimited includes two courses, Muirfield and Bear's Track, the latter created specifically for this game by



Note the circle graph denoting wind strength and direction.

golf sounds (like the ball falling into the hole), and AdLib support for



Shading indicates contours in this overhead view.

the Nicklaus design team.

Any previous Nicklaus course disk will also work with Unlimited and will incorporate all new features.

Just as exciting as the way the game plays is the ability to create your own courses with an editor that is at once

both easier to use than Mean 18's and more versatile.

You can choose from several different plots of land, lay out a rough outline of the course hole by hole on a large overhead display, then fine-tune each hole individually.

The course editor is so detailed that you can decide type of terrain and elevation with pixel-by-pixel precision. You can put down pro, men's, and ladies' tees and pick five-pin locations, select a prevailing wind strength and direction, and create your own Nicklaus quotes for each hole and for the course overall.

You can also use the *Build Hills* function to create gentle, medium, or steep hills and valleys at the touch of a few keys.

A paint and paste program lets you create new course backgrounds and almost any type of object you like for placement on the course, although you can't import objects from the old Jack Nicklaus disks to a new one.

What's Next?

It's only a matter of time before custom courses begin to show up on bulletin boards, and they'll eventually outnumber the Mean 18 courses now available on line.

Of all the golf simulations I've seen, I believe Jack Nicklaus' Unlimited Golf & Course Design will have the longest life and provide the most variety and enjoyment.

GREG NORMAN'S SHARK ATTACK

When Virgin Mastertronic announced that it was releasing a golf game featuring one of my all-time favorite PGA pros, Greg Norman, I was quite anxious to see it.

Unfortunately, the results were as disappointing as some of the luck Norman has had in the final rounds of several recent pro tournaments.

For variety, *Shark Attack* is nearly unequalled — but for ease of use and realistic feel, however, it's not quite there.

The game allows a number of conditions to affect each shot — from the lie of the ball, wind, and weather to spin and position of the club face. Getting a look at the terrain just off the screen in front of you takes about three menu choices, however — and in real life it takes just a quarter-turn of your head.

The game's swing is a bit different, too. Holding the button starts the



Drop-down windows help you analyze your shots.

power meter (backswing) rising on a vertical bar; releasing the button sets the strength of the swing and puts in motion a direction meter at the bottom of the screen. (It resembles a cassette recorder's VU meter when



An unorthodox interface: coordinating power bar and direction meter.

you're trying to tape a heavy-metal rock band.)

At the same time the meter is flickering back and forth, the power bar is dropping. You have to line up the

Product Information

Greg Norman's Shark Attack

Virgin Mastertronic
18001 Cowan
Suites A & B
Irvine, CA 92714
(714) 833-8710
\$39.95
512K IBM PC, Tandy,
and compatibles
CGA/EGA
joystick, mouse, or keyboard
no copy protection

Jack Nicklaus' Unlimited Golf and Course Design

Accolade
550 South Winchester Blvd.
Suite 200
San Jose, CA 95128
(408) 985-1700
\$59.95
512K IBM PC, Tandy,
and compatibles
CGA/EGA/VGA/MCGA/
Tandy 16-color
keyboard or mouse
off-disk copy protection

PGA Tour Golf

Electronic Arts
1820 Gateway Drive
San Mateo, CA 94404
(415) 571-7171
\$49.95
512K IBM PC, Tandy,
and compatibles
CGA/EGA/VGA
joystick, mouse, or keyboard
off-disk copy protection

World Class Leader Board

Access Software
545 West 550 South
Bountiful, UT 84010
(801) 298-9077
(800) 824-2549
\$54.95
512K IBM PC, Tandy,
and compatibles
EGA/CGA/HGA
joystick or keyboard
no copy protection

EXCITE YOUR COMPUTER

Rent
it
some
software

Call toll-free
1-800-433-2938



WEDGWOOD RENTAL

5316 Woodway Drive
Fort Worth, Texas 76133



Circle 45 on Reader Service Card

direction meter with another click of the button before the power-meter bar can descend to the bottom.

Although that's a bit difficult to master and somewhat unorthodox, I can still accept it. What's harder to understand is why the ball reacts more like a ping-pong ball than a real golf ball once it lands on the fairway. There's no contour on the green, either.

The documentation is more than 30 pages long, and it tells you lots of interesting things — such as the names of Norman's two children and that he favors snooker as a hobby. But playing shots on the green? That's covered in one paragraph.

The disk includes two courses: RAC and Gremlin. It seems as though this game was supposed to be great, but somewhere along the line that intention perhaps feel prey to a rush to get it to market or the frustrating realization that it may never be as good as the golfer whose name is on the cover.

WORLD CLASS LEADER BOARD

That leaves us with World Class Leader Board. It's been around for quite a while, but the new thing about it is its sound. The crowd cheers great shots and groans with narrow misses. Hit the ball in the water and you may hear, "He can't be too happy with that one." Pay a visit to the woods and the commentator will intone, "I think he hit the tree, Jim."



Hit the ball into the water and the crowd will commiserate.

Table. Comparison chart for golf simulations.

	PGA Tour	Nicklaus	Norman	Leader Board
Memory	512K	512K	512K	512K
Copy protection	Y (manual)	Y (wheel)	N	N
Wind	Y	Y	Y	Y
Weather	N	Y	Y	N
Course construction	N	Y	N	N
# courses available	4	2	2	16
Game control	JMK	MK	JMK	JK
Multiple break	Y	Y	N	N
Fairway contours	N	Y	Y	N
Tournament options	Y	Y	N	N
Real PGA pros	Y	N	N	N
VGA	Y	Y	N	N
Special shots	Y	N	Y	N
Save game	Y	Y	Y	N
Special games	N	N	Y	N
Y = yes	J = joystick	K = keyboard		
N = no	M = mouse	VGA = video graphics array		

The game includes three courses; Access offers three support disks with four courses each, as well. Although Leader Board doesn't feature construction, you can edit any of the holes from the course disks and create a layout of your own.

Leader Board has some built-in limitations, such as single breaks on the green and no contours on the fairway, but it also includes one feature on the green in expert mode that I favor over all other putting systems.

After the power meter reaches the first line (representing eight feet), it disappears and you have to estimate how much longer to let it go before stopping it and hitting your shot. That



When the meter disappears, you're on your own.

makes putting the right pace on your putt just as difficult as in real life.

Graphics images are well drawn and attractive, but no longer state-of-the-art among today's leading games.

Never let it be said that Access shies away from the competition; at press time, the company was demonstrating a yet-unnamed golf program it hopes will be ready for a late-fall release.

New features will include left- and right-handed on-screen golfers and wind, weather, and fairway terrain that not only affects a ball's roll when it lands, but also the next shot from that terrain. You'll be able to make more adjustments to the golfer's stance (open or closed), the position of the ball in the stance, the swing path, and the position of the club face upon contact with the ball.

So we've seen what's available and what's in the works — and you can feel confident that enjoying computer golf is in the bag, so to speak, for some time to come. Care to reserve your tee time now? □

ENTER THE WORLD OF DRACONIAN AND DISCOVER...



Circle 24 on Reader Service Card.

...A MYSTICAL ODYSSEY OF DRAGONS, SORCERERS AND DEADLY REALISM...



Dare to discover

Drakkhen—the premier title in the Draconian line and the first role playing game that combines FRP themes with the most advanced technical wizardry ever!

You have been chosen to lead a hand-picked band of four brave adventurers on a treacherous journey. Your quest: to reclaim the mystical jewels from the eight dragon princes, resurrect the great dragon and restore the primeval realm—the source of all magic in the universe.

Never before has there been an adventure as vibrant with features as real as this:

- ✕ Three-dimensional graphics present a fantasy world in which you truly feel you're a part.
- ✕ "Real-time" environment renders life-like animation with independent character interaction.
- ✕ More than 150 unique monsters, ogres and dragons with over 200 on-screen magical spells.
- ✕ Personalized characters to match your own adventure style—be you scout, priest, magician or warrior!

Available for the IBM® PC compatibles, Amiga™ and Atari ST™ Personal Computer.

DRACONIAN

IBM and PC are trademarks of International Business Machines Corp. Amiga and Atari ST are trademarks of Atari Corp.

Drakkhen: © & the 1986 trademarks, United States and Canadian copyright © 1986 USA, Inc. Manufactured by Draconian under license from Infotronics. Draconian is a trademark of Data East USA, Inc. IBM, Amiga and Atari ST are registered trademarks of International Business Machines Corp., Copyright 1986 USA, Inc. and Atari Corp., respectively.

...A SURREAL FUTURE OF MUTANTS, TELEPATHS AND MIND-BENDING INTRIGUE...



Enter the *Chamber of the Sci-Mutant Priestess*—the second sensational title in the Draconian line—and explore a bizarre post-burn world caught in the throes of mutant treachery.

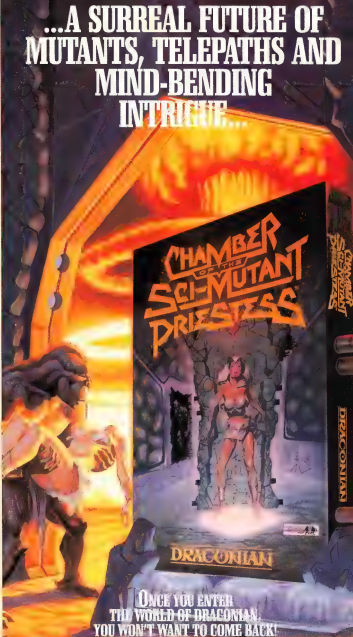
Set on a distant planet, the *Chamber of the Sci-Mutant Priestess* combines mystic drama and humor with a sophisticated icon interface, so players can easily maneuver through the game's captivating plot.

You play the role of Raven, a Tamer, whose telepathic abilities provide a unique advantage when fighting the enemy—a monstrous race of mutants called Protozoops.

Command eight sci-powers with "iconomized" ease as you probe the chambers of the mutants temple, searching for your abducted girlfriend while engaging in a brain-draining test of five ordeals.

Animated and colorful, the *Chamber of the Sci-Mutant Priestess* promises hours of challenging intrigue for novice and expert fantasy game players alike. Don't miss out on the first psionic thriller of its kind—from Draconian!

Available for the IBM®/PC compatibles, Amiga® and Atari ST™ personal computers.



DRACONIAN

Developed by: © A TM 1989 Infogrames, United States and Canada copyright 1989 Data USA, Inc. Manufactured by Draconian under license from Infogrames. Chamber of the Sci-Mutant Priestess and Draconian are registered trademarks of Data USA, Inc. IBM, Amiga and Atari ST are registered trademarks of International Business Machines Corp., International Electronics Ltd., and Atari Corp., respectively.Data USA, 1534 L.P. De Clerk Street, New York, NY 10035 (800) 706-7066.Circle 44 on Reader Service Card.

WOLFPACK

By George Fontaine

After seeing so many of those old movies about World War II submarine warfare, I've always wondered what it would have been like to command a German submarine, or an Allied destroyer, or a merchant ship during that time. Thanks to Broderbund and its newest release, *WolfPack*, I finally got my chance.

WolfPack is a real-time simulation of warfare; you can command a German wolf pack (a group of U-boats making a coordinated attack) or an Allied convoy. Depending on which command you choose, your mission will be to destroy as many Allied ships as possible, or to protect your surface fleet from being sunk or damaged.

The scenario is the North Atlantic between 1939 and 1945. The winner of each battle will reflect the year in which your mission takes place: During the early part of the war, the U-boats had a clear advantage over the Allied vessels, but by the middle and later years of the war, the Allied forces had developed radar and sonar, which helped them locate the elusive wolf packs.

Survival Tactics

Wolfpack is more than just an action simulation. Whether you command a submarine or an Allied vessel, you'll have to develop certain strategies for survival. The manual gives you a good overview of effective tactics, plus enough insight into the simulation itself so that you'll be able to develop your own.

During the course of the game, you can fine-tune your plan. Map displays show you the last known position of the enemy and permit you to send orders to the other vessels under your command. You can play *WolfPack* with a mouse, a joystick, or the keyboard, but because most of your activity will involve selecting items on screen, you may find the mouse most effective. The game also supports VGA graphics and various sound boards for outstanding visual and aural appeal. Broderbund Software has designed

design your own encounters. You can play both surface ships and submarines or command several vessels at once. That may sound intimidating at first, but the game provides an "automatic pilot" for vessels not under your immediate command. You can patrol, take evasive action, or direct the vessels to pursue the enemy. You can also compete against another player on the same machine by selecting one of the duel scenarios, or by creating a duel scenario yourself with the construction set.



WolfPack — tracking the elusive enemy across the North Atlantic.

this simulation with the war-game enthusiast in mind: Every aspect of every ship has been painstakingly re-created. Novices may find this level of detail a bit overwhelming at first, but with practice anyone should be able to complete missions successfully.

WolfPack comes with 12 scenarios of varying difficulty and a comprehensive construction set that lets you re-create actual historical events or

When you start a mission, *WolfPack* presents all the various shipboard displays and controls, which you select by moving a pointer around on screen. The action is fast and furious. While other simulations may take hours, most of *WolfPack*'s built-in scenarios take less than 30 minutes to complete. In fact, many of the built-in scenarios have a preset time limit to complete the mission.

Shopping for Sound?



**Fill Your Bag With Music, Special Effects, Digitized Voice, and MIDI...
the sound solution for games and multi-media presentations.**

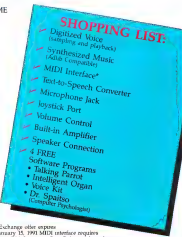
EXCHANGE POLICY: You can exchange your Adlib, C/MS, Covox, or GAME BLASTER and **SAVE \$100** off the suggested retail price. Just send your card and \$139⁹⁵ (check or credit card number) to Brown-Wagh, 130-D Knowles, Los Gatos, CA 95030.

SYSTEM REQUIREMENTS: SOUND BLASTER requires 512K or RAM. DOS 2.0 or higher, and CGA, EGA, VGA, or Hercules monographics, and external speakers.

SOUND BLASTER **\$239⁹⁵**

Partial list of companies in development or currently supporting SOUND BLASTER:
Access Software, Accolade, Activision, Asymmetrix, Autodesk, B.A.C., Broderbund, Capcom, Cinemasoft, Corel Systems, Cosmi, Data East USA, Davidson Assoc., Dynamix, Electronic Arts, Paradise, First Byte, Gamestar, Hewlett-Packard, IBM, ICS, IBM Software, Konami, Ultra, Kyodai, Level 9 Computing, Lucasfilm, Macromind, Mastertronic-Virgin, Mediagenics, Michton, MicroGratis, MicroProse, Microsoft, Mindscape, Omnirend, Origin System, Rix Software, Sierra On-Line, Software Toolworks, Spectrum Holobyte, Strategic Simulations, Synergistic Software, Sublogic Corporation, Taito, The Learning Company, Vyeira and Zuma Group.

Get the MIDI Connector Box
and Vyeira's Sequencer Plus Jr.
for \$129⁹⁵ (a \$150 value)



*Brown
Wagh*

408-378-3838 (inside CA)
800-451-0900 (outside CA)

*Exchange offer expires January 15, 1991. MIDI interface requires the MIDI Connector Box. Referenced products and companies are registered trademarks of their respective holders.

WolfPack doesn't have a pause or save-game feature, so be prepared to play a scenario through to the end without interruption. That adds to the realism, but it's surprising because you can design scenarios of any degree of complexity with no time limits.

Despite this minor drawback, WolfPack is enjoyable and stimulating. Beautiful graphics and sound-board support, the scenario construction set, the game's two-player mode, multi-vessel command mode, and the ability to control both surface ships and submarines combine to give WolfPack a clear edge over the competition.

Broderbund Software, 17 Paul Drive, San Rafael, CA 94903, (415) 492-3200; 512K IBM PC, Tandy, and compatibles; CGA/EGA/VGA/MCGA/Tandy/Hercules; mouse, joystick, or keyboard; AdLib and SoundBlaster cards; off-disk copy protection; \$54.95

KNIGHTS OF LEGEND

By James V. Trunzo

Make no mistake about it, *Knights of Legend* is unlike any fantasy role-playing game on the market, primarily owing to the intricacies of combat; its attention to mundane role-play nuances such as food, fatigue, and interaction with nonplaying characters (NPCs); and its open-ended play. It's also one of the most complex games to play, at least at the beginning.

Here's a brief overview of the plot. Your party of adventurers finds itself in the town of Brettle in the land of Ashtalarea. After you explore the town, equip your group, and interrogate the NPCs you encounter, your hardy band will begin piecing together certain events transpiring throughout the land.

Two names continue to come up in conversations with the townspeople: Pildar and Seggallion. Pildar is without a doubt an ancient ancestor of Darth Vader, and Seggallion sounds like the original on which every legendary hero from Beowulf to Clint Eastwood has been based. Seggallion has disappeared, and your overall goal, though it doesn't become obvious for quite some time, will be to find and rescue him.

In the meantime, you'll have your hands full with monster bashing and questing. *Knights of Legend* includes 24 quests, and you may undertake all but one of them in any order you choose. Theoretically, you can play the game as a straight hack-and-slay, but your characters won't be able to advance to higher levels without undertaking quests.

Success in *Knights of Legend* doesn't come easily. Encounters are more or less geared to the strength of your group, so simply advancing in

characters to the fine points of magic, with tips, strategies, and tactics.

Player's Handbook

It goes without saying that reading the manuals that come with any game will help you significantly — but with *Knights of Legend*, it's a must. The 142-page handbook is well written and interesting; more importantly, it contains information you simply can't get playing the game.

Read and reread the section on combat especially. Combat — in all its glorious details — makes up 80 percent of the game, so that's the single most important part of the handbook. Pay particular attention to the character descriptions, too, because the make-up of your party can determine how difficult it will be to complete the quests.

The section on magic is skimpy, and, as a result of the system this game uses, it's also confusing. Actually,



Knights of Legend — night for right in the land of Ashtalarea.

status doesn't mean anything gets any easier. And while anyone playing this game should be prepared for a big investment of his or her time, a solid understanding of the game's nuances will not only speed play along but also enhance your enjoyment.

Let's examine the major facets of *Knights of Legend*, from creation of

as we'll examine later, magic is the weakest part of the game.

Creating Characters

Character creation is fairly straightforward. There are four major races (Human, Elven, Dwarf, and Kelden) and numerous subclasses ◊

THE POWER BREAKS THROUGH...

DIGITAL
DISK IMAGE
COPYING IS
HERE!

FOR ONLY

\$95.00

+ \$4 Shipping & Handling

THE

SYNCR EXPRESS PC

IS HERE!

SYNCR EXPRESS IS A HIGH SPEED DISK DUPLICATION SYSTEM THAT WILL PRODUCE COPIES OF EVEN HIGHLY PROTECTED PROGRAMS IN AROUND 50 SECONDS!!

- SYNCR EXPRESS consists of a Hardware/Software combination for the PC XT/AT compatibles.
- SYNCR EXPRESS requires a PC with 2 Disk Drives and works by controlling the second drive as a slave device, thus ignoring the PC's own Disk Drive Controller. This way, even the best protection can be beaten!
- Menu driven selection for Start/Track/End Track - up to 65 tracks.
- Very simple to use, requires no user knowledge. Finished in minutes.
- Perfect for transfers between 5.25" and 3.5" disks.
- Ideal for clubs, user groups or just for your own disks.
- No more waiting around for your disks to copy.
- Probably the only duplication system you will ever need!



- By using the latest Custom LSI Technology, the SynCR Express hardware has the power to transfer an MFH image of the original Disk directly to your blank disk, without user knowledge. Two Floppy Disk Images Guaranteed!
- Each image copy is the exact duplicate of the original.

HOW TO GET YOUR **SYNCR EXPRESS PC**
CALL TOLL FREE - 1-800-962-0494 - ORDERS ONLY

COAST TO COAST TECHNOLOGIES INC.,
1855 S. R.434, SUITE #208, LONGWOOD, FLORIDA 32750.
TECHNICAL/CUSTOMER SERVICE (407) 767-0938

*ADD \$4.00 SHIPPING AND HANDLING (\$10.00 CANADA/MEXICO)



WE ACCEPT MASTERCARD
VISA/CHECKS/MONEY ORDERS
or C.O.D.'s (ADD \$2)



within each. You'll find significant differences in characteristics only among the Elven and Dwarf races, though. There are 12 Human subclasses, for example, and each has its strengths and weaknesses, but the gaps in ability categories aren't pronounced and the potential of each type is fairly equitable. Likewise, the Keldens race consists of three subclasses that are virtually identical.

The Elven races are much more specialized, however. Klvær Elves, for example, are highly magical in nature and make much better magic users than, say, the Brek Elves, whose talents make them charismatic diplomats.

The Dwarves, too, offer some intriguing choices among characters. While the Tunneller/Digger Dwarves are quite a bit stronger than the Spideguards, they're nowhere near as fast. Considering the importance of quickness in combat, sacrificing a little power for speed makes sense.

Overall, a strong group of six adventurers would consist of at least two Dwarf characters, a Klvær Elf, and a combination of three Humans and Keldens. Make sure that one of the Humans is a Ranger and another is a Plainsman to ensure high bow-skill ratings: Missile combat is essential to winning encounters, especially in the early going. Have the Klvær Elf concentrate on magic primarily, although it's a must to train him in weaponry, too, for the sake of advancement. The Keldens class may or may not be necessary. Keldens are winged creatures of immense strength, but I haven't found any need for flight yet, and I'm not sure their strength compensates for other weaknesses.

Interaction with NPCs

One of the most enjoyable aspects of *Knights of Legend* is interacting with the game's NPCs. Each character is unique and has his or her own personality. Dialogue between NPCs and your adventurers is realistic and contributes a lot to the feel of the game—even in the prejudices you'll surely encounter. NPCs react differently according to a character's race or sex.

For example, Brettle's blacksmith, a former sword-wielding warrior, despises Elven characters who use bows in combat, because he feels the bow is a weapon for cowards. An armorer hates Dwarves and won't deal with them in any way.

As a general rule of thumb, use the character with the most charisma to talk to NPCs. You can often do as well or better, however, if you employ a character of the same race as the NPC to wheel and deal.

The best technique for obtaining information is to use the "listen" icon until the NPC indicates he has no more knowledge to impart. Copy everything he says, making sure to key on nouns, names, and capitalized words, then use the mouth icon to ask about each word. That's the way to get information about other people in the town, the monsters you'll be encountering, available quests, and the land of Ashtalarea itself.

Quests

Your characters can accept or reject quests without penalty, despite the "You lack valor" message that flashes when you give thumbs down to a quest. Any quest you reject will still be available at any time in the future.

A word of warning: Don't be too anxious to accept a quest. Go out and explore the surrounding wilderness a little, engage in combat (which will provide you with gold, weapons to sell, and experience—if you win), and improve your armor and skills before undertaking a quest. Usually, quests are tougher to win and require more strategy and tactics than other encounters.

One quest isn't necessarily more difficult than another, so the order in which you complete them isn't important. Basically, if you're ready for one of them, you're ready for any of them. You may also accept more than one quest at a time, resolving them in any order you like.

Make sure your group is at full strength before engaging in the battle that will fulfill your quest. If you've fought several skirmishes on your way

to the quest and sustained damage, you'd be better off returning to a town to recuperate before attempting a major encounter.

Magic

Magic in *Knights of Legend* is a secondary skill compared to strength of arms. It's expensive, it's hard to find, it's difficult to comprehend, it's highly specialized, and it's unpredictable. Every party should include a magic user, however, especially in the introductory stages of the game.

To begin with, you must purchase spells from established mages. Until your magic user joins an order, he may buy spells from any of the orders. That's important to understand because once a spellcaster joins one order, no other order will sell him spells. So travel around Ashtalarea and buy spells first and then after you have a full complement, join an order.

Why join at all? Joining an order lets you customize any spells you already have; modifying them means that you can create new spells or alter the effect of old ones. For instance, you could design a specific spell that would "tremendously hurt a troll at long range" (and name it Troll Killer)—perhaps destroy a single, powerful troll with one hit. Casting the right spell can not only speed up combat but also mean the difference between victory and defeat.

Magic has its limits in *Knights of Legend*. For example, there are no group spells; each spell is aimed at a single target. That's not such a bad thing—too often the balance of a fantasy game is thrown out of kilter by powerful wizards, whose spells reduce warriors to little more than equipment bearers.

You can use magic only during combat. You can cast a spell to increase the strength of a Human's body during combat, for example, and watch it heal an adventurer's wounds and revive his strength. You can't use a spell of this nature outside of combat to cure a wounded fighter, however.

One weak area in the game is that magic users must also be able to fight ☐

MoraffWare

Presents...

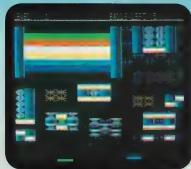
THE HIGHEST RESOLUTION GAMES!

Moraff's Entrap



Entrap is a clever logic game based on the 3-D playing field shown.

Moraff's Blast II



Blast II contains 140 screens and up to 14 simultaneous balls!

Graphics support: Hercules (720x348), CGA (320x200), EGA (640x350), VGA (640x480) and Super-VGA (800x600)!

Call now to order *both* of these two exciting, *high resolution* games from MoraffWare.

For only \$39.95 including all shipping, we will rush them out to you via 2nd day air!

Plus, all orders receive *FREE*, *Moraff's Pinball*, the flashiest pinball game ever, and *Moraff's Revenge*, the classic 3D, 70 level, real-time action based dungeon game!

To place your order, call (800) 842-4263, and give your name, phone number, address, and either request COD or give a VISA, M/C, or Am. Ex. card number and expiration date.

Orders normally ship within 24 hours, and carry a 10 day money back guarantee.

Moraff's Pinball



Steve Moraff



Author

(800) VGA-GAME

10 day money back guarantee!

Dial (800) 842-4263 (24 hours)

Visa, M/C, American Express and COD orders accepted!

Circle 20 on Reader Service Card.

with weapons. Your characters can gain levels only through the use of weapons — magic isn't a skill that increases as you gain experience.

Let's you think that by cross-training a character in both weaponry and magic you'll produce the Bo Jackson of fantasy role play, be advised that casting spells has its price, and that price is fatigue. Powerful spells drain a spell caster, as does wearing effective armor and swinging a damaging weapon. Put the two together and your character will pass out after casting a spell or two!

Combat

Now for the heart of the game. If you're familiar with Steve Jackson's GURPS games, you'll find the combat system in *Knights of Legend* quite similar. Without question, the man-to-man combat in the game is the height of realism.

Each character can choose from a wide variety of weapons and armor, all of which have pluses and minuses. The system also requires each character to plan his attack in four stages: First, select a target; next, decide which of three types of blows to use (hack, slash, or stab); then determine where to aim the blow; and, finally, choose a defense in conjunction with the attack.

It's quite involved: You have to keep a close eye on the fatigue levels of your warriors, too. A fighter who is too exhausted to swing his sword may just pass out. Many factors contribute to fatigue: wearing heavy armor, moving too fast, swinging heavy two-handed weapons, and blood loss from wounds sustained during combat. Often, a fighter must move away and rest before continuing the battle.

You'll have to plan a careful strategy and analyze tactics if victory is to be yours. Characters using missile weapons, for instance, should make good use of terrain features, especially trees. Moving an archer into a tree icon will provide him with protection without hindering his aim.

It's also important, especially in the case of bowmen who have a limited

number of arrows per battle, to realize that combat occurs simultaneously. If you aim an arrow or a sword blow at an enemy and his "move" occurs before yours, you'll hit nothing but air. Archers must anticipate a move or wait until they've engaged the enemy before firing. Incidentally, missiles don't know the difference between your friends and your enemies or even trees. Have your bowmen keep a clear line of sight when firing their weapons, and try to get enemy bowmen to fire through their own men.

Another sound tactic is to gang up on a single foe instead of spreading your attacks around. Seldom will a single blow take out an enemy or a character; multiple attacks do the trick, and eliminating a number of your foes is very important. Don't let them match up to your group members one on one.

Ironically enough, facing the enemy doesn't affect combat in any way. Attacking — or being attacked — from the side or from behind doesn't change the probability of scoring a hit. Considering the tremendous emphasis on detailed combat, this oversight is hard to justify.

Wrapping It Up

Few, if any, other fantasy computer games come as close to true role play as *Knights of Legend* does.

Even though there's a strong hack-and-slay slant to the game, interaction with all those nonplaying characters contributes to the all-around feel of a multiparty pen-and-paper role-play adventure.

The product isn't without flaws, but, considering the price, its play value is hard to beat. The difficulty of the opening game might scare off newcomers to the genre, but hard-core fantasy gamers should love *Knights of Legend*.

Origin Systems, 110 Weld Basin Road, Suite 330, Austin, TX 78746, (512) 328-0282; 384K IBM PC, Tandy, and compatibles; CGA/EGA/Tandy 16-color/Hercules; mouse or keyboard; no copy protection; \$49.95

Take Command with this **SPECIAL OFFER!**

A Special Edition of

WING COMMANDER

Only the
SPECIAL EDITION
has the following
added features:

- The **SECRET MISSION Bonus Disk!**
...an original set of more missions and new space ships created just for the SPECIAL EDITION!
a \$19.95 value... FREE!
- The **WING COMMANDER Flight Cap** with official insignia!
...like the one worn in the game!
a \$9.95 value... FREE!
- Personally signed by author/designer Chris Roberts, internationally renown author of *BAD BLOOD* and *TIMES OF LORE*...making your copy a genuine collectible!

An unbeatable deal
all at **NO ADDITIONAL COST!**
just **\$69.95 complete**
...same as sug. retail price.

Available **ONLY** direct from ORIGIN.
This Special Edition not available in stores.
Quantities limited...hurry while supplies last!

ORDER NOW!

1-800-999-4939

8AM-5PM Central Time (TX)
MC/VISA accepted - **FREE SHIPPING**
Not valid with any other offer.

 **ORIGIN**
We create worlds:

Circle 50 on Reader Service Card



**What you SEE
is what you PLAY!**

**Launches You Into The
Ultimate Deepspace Dogfight!**

- Starships so real you'll duck when they pass!
- Intense starfighter action pushes you to the limit!
- Earth-shattering stereo sound surrounds you with realism!
- Dynamic shipboard scenes prepare you for the battle ahead!
- Your skilled wingman is ready to pull your bacon out of the fire!
- Cinematic launch and docking sequences hurl you into the action!

WING COMMANDER

The 3-D Space Combat Simulator



Navigate dense asteroid fields!



Blow up alien ships!

Can you machine gun?



ORIGIN
We create worlds.

Available in retail stores or call: 1-800-999-4939 for Visa/Mastercard orders.

For MS-DOS w/ 640K; 256-color-VGA, EGA or Tandy graphics; AdLib & Roland sound; mouse, joystick

Circle 50 on Reader Service Card.

© 1990 ORIGIN Systems, Inc.

HARPOON 1.1.1

By George Fontaine

As I watched the brave men of the H.M.S. *Chatham* drowning in the icy waters of the North Atlantic, their ship slipping beneath the foaming sea, I felt the frustration and rage of knowing that my tactical decision was the cause of their demise. It's only a game, isn't it? Isn't it? Maybe.

Three years in the making and the result of the combined efforts of Larry Bond and Tom Clancy, two of America's most noted writers of naval-warfare fiction, Harpoon is probably one of the most complete and ambitious naval war simulations available. Adapted from a board game developed by Larry Bond, Harpoon presents one of the most elaborate pictures of an imagined naval conflict between NATO and the USSR.

In this simulation, you take the role

command. The way you make those decisions will affect the course of the war. A few tips should hook you:

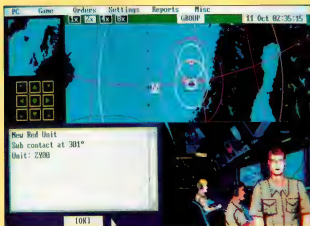
*There's always safety in numbers. Never let ships wander around on their own. If there's a group nearby, add the single vessel to it.

*Never fly missions with only a few aircraft. Keep your squadron in the air as much as possible. Remember, a plane on the ground is nothing more than a target for the enemy.

*You can never have too many reconnaissance aircraft surrounding your surface groups. Use the formation editor to establish good coverage of your ships by varying the distance and location of your air patrols.

*Should the inevitable happen and the Soviets launch an attack on a surface group, set the speed to maximum and alter course abruptly.

Harpoon is different from other naval war simulations because it doesn't attempt to re-enact battles from the past. Instead, Harpoon is based on the game designers' own strategies and on the specific details of



Harpoon — NATO forces take on the USSR on the high seas.

of a fleet commander, using the same type and quality of information your real-world counterpart would have during wartime, you must make strategic and tactical decisions as you deploy the fleet under your

contemporary naval weaponry. It offers a mind-boggling amount of factual data on NATO and Soviet units. (At one point, I wondered if I'd need a security clearance from the military to view some of the information ☺

For the
SAVAGE
Within You!

A Special Edition of
Worlds of Ultima®

THE
SAVAGE
EMPIRE

Only the
SPECIAL EDITION
has the following
added features:

- "The SAVAGE EMPIRE Cluebook"
...answers to all of your game questions!
a \$12.95 value... FREE!
- The Wild Basin Expedition T-Shirt
...savagely illustrated for style
and adventure!
a \$12.95 value... FREE!
- Personally signed by Ultima
series creator LORD BRITISH
...making your copy a genuine collectible!

An unbeatable deal
all at NO ADDITIONAL COST!
just \$59.95 complete
...same as sug. retail price.

Available ONLY direct from ORIGIN.
This Special Edition not available in stores.
Quantities limited... Hurry while supplies last!

ORDER NOW!
1-800-999-4939

8AM-5PM Central Time (TX)
MC/VISA accepted • FREE SHIPPING
Not valid with any other offer.

ULTIMA
ORIGIN

Circle 4 on Reader Service Card.

LORD BRITISH PRESENTS...

Worlds of Ultima®

THE SAVAGE EMPIRE™

ENTER

A world full of
adventure!

BATTLE

Unrelenting
adversity!

MEET

People &
adventure
around!

EXPLORE

ancient
mysteries!

Two-fisted
adventure!

Spine-tingling
graphics!

Pulse-pounding
sound!

Cliffhanging
excitement!

Available in retail stores or call:

1-800-999-4939

for Visa/Mastercard orders.

ORIGIN™
We create worlds.

For MS-DOS w/ 640K; 256-color-VGA,EGA or Tandy graphics; AdLib & Roland sound; mouse

Circle 4 on Reader Service Card.

©1990 ORIGIN Systems, Inc.

contained in the game.) This attention to detail adds to the realism of the simulation and makes the game a valuable learning experience, simulating naval combat in the current era by duplicating existing naval scenarios and predicting future ones. And because Harpoon was designed as an open-ended game, you'll be able to add new rules, statistics, data, and weaponry to the product as they become available.

Harpoon is packaged with one campaign, or battleset, called Greenland/Iceland/United Kingdom (GIUK). Within the battleset are 13 unique scenarios, varying in complexity and degree of skill required to win. The simulation also gives you the option of playing either side — NATO or USSR.

An additional battleset, North Atlantic Convoys (NACV), offers 16 additional scenarios, focusing on the problem of resupplying a European land war by sea. You can play this one on either side, too, and tailor the realism of the conflict to your needs. NACV demands more strategic skill of its fleet commander than GIUK, so you may want to wait until you're completely comfortable with that first battleset before moving on to the second one. In addition, Three-Sixty says it will soon release a battleset construction set that will give you the ability to design your own scenarios.

Harpoon uses a Microsoft Windows-like interface for game play: Maps and information are displayed in windows and dialog boxes, with pull-down menus arrayed along the top of the screen. The interface works best with a mouse, but Harpoon also supports a standard keyboard.

With the release of version 1.1.1, Three-Sixty has repaired the earlier product's minor bugs. In addition, the memory requirements of the larger scenarios have been reduced to allow game play on virtually any MS-DOS machine equipped with 640K of memory.

An easy user interface, a high level of detail, and an open-ended design make Harpoon one of the best war simulations in its category. If you're

a war-game enthusiast and haven't seen Harpoon yet, this one's definitely worth a long look.

Three-Sixty Pacific, 2105 South Bascom Avenue, Suite 290, Campbell, CA 95088, (408) 879-9144; 640K IBM PC, Tandy, and compatibles; hard drive; CGA/EGA; mouse or keyboard; no copy protection; \$59.95

LOOM

By S.F. Sparrow

The philosophy of Lucasfilm Games is to let you enjoy the story in a graphics adventure without the burden of "dying a hundred deaths." It's continuing the trend it started with the friendly interface and cool wit of Maniac Mansion.

Since that first release, Lucasfilm has nearly redefined the graphics adven-

ture of interface. Couple that design philosophy with Loom's original story line and you have an exceptional adventure game.

The Loom's Story

In the dim recesses of some mystical time, various craftspeople began organizing themselves into guilds so that they could protect and refine their respective skills.

The Guild of Weavers, for one, devoted its time to spinning fabric and eventually learned how to spin enchanting influences into their creations, as well.

After a few generations, the art of intertwining cloth and emotion was replaced with skills that could affect reality itself by weaving in the intangibles of music and light.

As fate would have it, the weavers isolated themselves with noble intentions of further refinement. A group of elders ruled with fists too tight and knowledge too weak.

Then the Great Loom that controls all things for Weavers began malfunctioning, moving toward the dark edge



Loom weaves in music, light — and chaos.

ture as simple to understand, easy to play, and free of frustration. The point-and-shoot mouse interface is so effective it's almost transparent.

Loom is the best example yet of this

of the reign of Chaos across the land.

In this game, you take the role of young Bobbin Threadbare, the only child produced by the Loom itself, the only one who may attempt to stop ☹

Break New Ground With Jack Nicklaus.



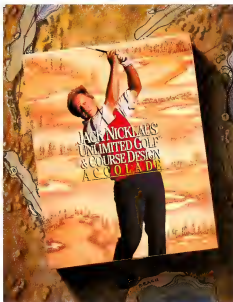
As a player, he has earned the title of "Golf of The Century." As a golf course designer, his layouts are legendary.



Now The Golden Bear brings forth the best from both of his worlds.

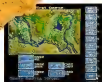
Jack Nicklaus' Unlimited Golf & Course Design combines a state-of-the-art golf game with an amazing Course Designer that gives you the

power to create any number



of breathtaking courses — quickly and easily.

Now you can quite literally play any golf course in the world, or design your own "Dream 18." Tees, greens, bunkers, water, hills, trees — virtually every aspect



of golf course design is at your fingertips.

There's even a 150-page book filled with Jack's design tips and philosophy — so you can learn

from the Master himself.

Two courses — Muirfield Village, one of the Top 10 in the world, and The Bear's Track, a dream course designed by Jack



exclusively for the computer — come ready to play. Plus nine other great courses are available from the growing library of Nicklaus course disks.

And when you do tee it up, you'll be playing the most



feature-filled golf game on the market.

Faster drawing speeds, stroke or "skins" play, instant replays and reverse-angle replays, variable wind and course conditions, a unique putting grid, updated statistics, and a hole-in-one club are all par for the course.

Jack Nicklaus' Unlimited Golf & Course Design. Truly, golf from the ground up.

How to order: Visit your favorite retailer or call 800-245-7744.

ACCOLADE
The best in entertainment software.™



the coming of the Third Shadow. And so the great adventure begins.

Outstanding Playability

The story of Loom is so extensive it would normally require a novella to supply sufficient background material, but that format has found only limited success in conjunction with computer games. When game players have a choice between reading a novella of considerable length and playing an exciting new adventure game, the latter can easily win out.

Loom provides background details — setting, theme, and characters — in an audio drama on cassette. Excellent acting, competent directing, appropriate music, and special effects prepare players for Loom's mystic world.

Loom's images are superbly illustrated in high-resolution color, with careful shading and animation. Many of them evoke sensations of mystery and foreboding.

Interestingly, the graphics screens aren't the most outstanding aspect of this graphics adventure. The clear winner is playability: Bobbin Threadbare has a magical distaff that projects his power when he hums certain musical notes; players merely point to the appropriate note with the mouse or press the corresponding key on the keyboard. (The mouse is more effective here.)

Generating the right notes in the correct sequence casts a spell on the designated object. When Bobbin starts off, he knows only a couple of spells. The adventure takes him across the sea to gain knowledge as he visits other guilds and learns from them.

Loom has three levels of difficulty: practice, standard, and expert. Practice mode will get you up and running; standard mode shows the glowing distaff each time musical notes are produced to help players who aren't musically inclined; expert mode removes the visual aid, forcing users to literally play it by ear. It's harder, but it's a more rewarding challenge.

My only criticism of Loom is directed at its use of sound effects. The game supports both AdLib and

SoundBlaster cards, but there seems to be a lack of background sound in almost every scene.

Some sound effects and music occur at specific times. Sounds of the distaff and of spells at work, for instance, are put to good use; in other scenes, such as the forest setting, the forge, and outside reality, background noises might be preferable to music alone.

The accompanying 30-minute cassette audio drama is a fine example of how such background sound might be used. Reasonably, though, you wouldn't expect a sound card to turn out results as vibrant as those in Lucasfilm's professional recording studios at Skywalker Ranch.

Painless Play

You can play Loom without inhibition and without being punished for your natural curiosity. You don't have to worry about walking in the wrong direction and subsequently falling into a pit of monsters or some other nonsense that has nothing to do with the story line. You don't have to worry about deadly objects or a poor decision that strands you somewhere without recourse. There are no impossible mazes or excruciating puzzles.

There's one area in a cave you might liken to a maze, but it doesn't take hours of paperwork to figure it out. You'll encounter some puzzles, of course, because that's the nature of adventure games, but you can solve them without endless queries, sleepless nights, or hopeless clue searching.

Loom isn't a game of intimidation. All puzzles and problems fit into the framework of the established Loom world. Nothing departs radically from Loom logic. That makes the game attractive for younger players who may not fully understand the sometimes capricious nature of adventure games, but it's also relaxing for adult adventurers who don't have a lot of time to chase someone else's inane reasoning.

Loom represents the latest step in the evolution of the "painless" adventure game. Novices can play it and get as much enjoyment as anyone else;

adventurers who are used to a more traditional style may progress quickly, but are certain to appreciate the game's concept and execution. Loom is truly a pleasurable gaming experience for everyone.

Electronic Arts, 1820 Gateway Drive, San Mateo, CA 94404, (415) 571-7171; 512K IBM PC, Tandy, and compatibles; CGA/EGA/VGA/MCGA/Tandy 16-color; joystick or mouse; AdLib and SoundBlaster cards; copy protection; \$59.95

CRIME WAVE

By S.F. Sparrow

Real token-eating, noise-making arcade games have given gamers something that hasn't been available for desktop computers: fluid graphics and great sound. Access Software is helping to close that gap with Crime Wave, an arcade-style action game with digitized graphics, "live" actors, animation, and digitized sound all in one package.

Digitized Animation

Crime Wave's graphics images demand immediate attention as soon as the title screen appears. The pictures are VGA resolution, gleaming with a full spectrum of 256 colors. The story unfolds as digitized images of live actors fade in and out. Text bubbles provide the dialogue and the plot, while fluid animation of selected scenes adds a touch of realism.

Brittany Cole, beautiful daughter of the president of the United States, is kidnapped by thugs working for the mysterious and powerful mobster King Pin (not related to the King Pin of Marvel Comics). The game's opening sequence is stylish as well as amusing. Especially interesting are the ➤

FACE IT. IT'S POSITIVELY ADDICTING.

So—you have mastered TETRIS™ and WELLTRIS™ and thought you were head and shoulders above the rest. Presenting the newest challenge from the Soviet Union—FACES™... Tris III. In FACES you'll need to be "eyes and nose above the rest" to come out ahead (a head)!

You'll recognize the concept of FACES soon enough. Stack the falling blocks of face segments of the famous and not-so-famous in the proper order to make complete faces. Swap the pieces, flip them, and drop them into place.

"To rotate Shakespeare's nose or not to rotate Shakespeare's nose, that is the question."



Make like a mad scientist...build your own Frankenstein.



Discover the shape of things to come in the world of science.



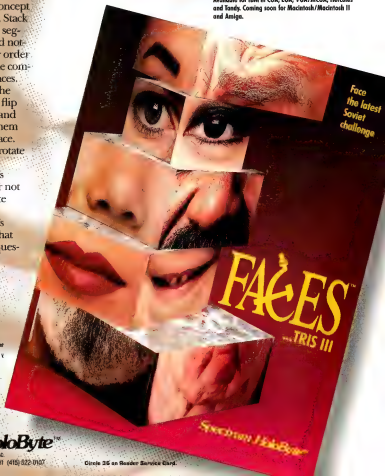
Recreate the great masterpieces, and the great masters—from American Gothic to Vincent Van Gogh.

And picture this if you will—Joan of Arc's nose on Napoleon's mouth. What a combination!

Rack up the score by making perfect or mixed faces, but remember there are no points for "double chins" in this game! For an unparalleled, fun time,

play FACES in the head-to-head mode. When you create a perfect face, your opponent gets a stack of face pieces dumped onto his screen. It's funny, it's obsessive, and you'll keep coming back for more of this soon-to-be-unforgettable FACES from the Soviet Union!

Available for IBM in CGA, EGA, VGA/MCGA, Hercules and Tandy. Coming soon for Macintosh/Macintosh II and Amiga.



Spectrum HoloByte™

A Division of Spore, Inc.

2001 Challenger Dr., Alameda, CA 94501 (415) 822-0157

Circle 26 on Reader Service Card.

Screens shown on IBM EGA and VGA. Prices vary with time. Copyright © 1990 and trademark of Soviet-American Joint Venture Partnership. All Rights Reserved. Licensed to Spectrum HoloByte Limited and distributed by Spectrum HoloByte, Inc. and Spore, Inc. All other trademarks and registered names by Spore, Inc. by permission of Spectrum HoloByte, Inc. WELLTRIS, Copyright © 1989 Spore, Inc. Licensed to Spectrum HoloByte. All other trademarks and registered names by Spore, Inc. by permission of Spore, Inc. FACES is a trademark of Spectrum HoloByte, Inc. WELLTRIS and Spectrum HoloByte are trademarks of Spore, Inc. Other products are trademarks of their respective holders.

short animated sequences that look like movie film clips, vividly depicting the kidnapping of Ms. Cole and her subsequent helicopter ride to King Pin's base of operations.

Enter Lucas McCabe, tough good-guy. All McCabe wants is some bad guys to chew up, and that's where the game plunges into full-scale arcade action; he's armed with a machine gun and a rocket launcher. An array of foes, from ordinary hoods to star-throwing Ninjas, walk and stalk with surprisingly life-like movements across a set of enhanced, digitized images.

Digitized Sound

The game's complete use of its sound system is a definite high point. Not only are sounds accurate and synchronized, but they're imaginative, as well. Players on a tight budget will be pleased to know that no extra hardware is required. The volume is quite low, though; I recommend some kind of stereo system, even a small portable



Chewing up the thugs, *Crime Wave* style.

one, to enhance game sound.

One of the game's best features is playability. Captivating graphics and accurate sound wouldn't hold you for long if the game were uninteresting or

too hard to manage. *Crime Wave* keeps action challenging but avoids being overly difficult. You'll start off with an adequate supply of lives, ammunition, and energy and pick up more along the way. Game play is competitive, but remains honest enough to allow satisfying play time during a single session. This feature will surely appeal to newer gamers.

Crime Wave lies doesn't support the joystick. You can redefine keyboard commands, but a swift arcade game and a nimble joystick would make for outstanding playability.

As a fast-moving, intense arcade game with the emphasis on action, *Crime Wave* is best enjoyed on a fast computer with a VGA graphics system plus some kind of sound amplification. Its visual presentation and audio effects make it an innovative twist on the standard PC arcade game. It's interesting and exciting and will provide many hours of fun. *Crime Wave* comes close to the power and intensity of full-size arcade games. Arcade enthusiasts will simply feast on it.

Access Software, 545 West 500 South, Suite 130, Bountiful, UT 84010, (801) 298-9077; 640K IBM, Tandy, and compatibles; hard disk; VGA/MCGA/EGA/Tandy, keyboard or joystick; no copy protection; \$59.95

1-800-950-1577

B & B Software

VISA

In IL (309) 353-1904

1826 Holiday Drive, Pekin, IL 61554

MASTERCARD

ARCHIPELAGOS.....25*
 BARD'S TALE.....23
 BARGAINES.....28*
 BATMAN.....24*
 CHAMPIONS OF KRYNN.....38*
 CHESSMASTER 2100.....38
 CODE NAME: ICEMAN.....42
 COLONEL'S BEQUEST.....42
 CRIME WAVE.....42
 DOUBLE DRAGON II.....27*
 DRACKEN.....42*
 EARL WEAVER BALL.....34
 FAIRY TALE ADV.....35
 FLIGHT SIMUL 4.0.....43
 GHOSTBUSTERS II.....32
 GOLD RUSH.....27
 HARDBALL II.....28
 HARPOON.....45*
 HERO'S QUEST.....42
 HUNT FOR RED OCT.....34*
 INDIANAPOLIS 500.....38*
 JACK NICKLAUS GOLF.....35
 JET FIGHTER.....36
 JORDAN VS. BIRD.....23
 LAKERS VS. CELTICS.....38*
 LEISURE SUIT LARRY.....27
 LEISURE LAR 2 OR 3.....41
 LOOM.....45*
 M TANK PLATOON.....48
 MADDEN FOOTBALL.....38*
 MANHOLE.....35*
 MEAN STREETS.....42

MECH WARRIOR.....35
 MIAMI VICE.....25*
 MIGHT & MAGIC II.....38*
 MONDAY NIGHT FBALL.....35
 NFL CHALLENGE 2.01.....63*
 NIGHTMARE ELM ST.....22*
 OMNI-PLAY HORSE RC.....36*
 OREL HIRSHISER STRK.....27*
 PIPE DREAMS.....19
 POPULUS.....38*
 PRO TENNIS TOUR.....30*
 QIX.....24*
 RED STORM RISING.....39
 ROBO COP.....25*
 SHARK ATTACK GOLF.....27
 SIMCITY.....36
 SPACE ROGUE.....35*
 STAR SAGA TWO.....56
 STARFLIGHT II.....38*
 STEEL THUNDER.....28*
 TEENAGE MUTANT TUR.....28*
 TETRIS.....22
 THEIR FINEST HOUR.....45*
 TONGUE OF THE FATHM.....28
 TRUMP CASTLE.....22*
 TV SPORTS FOOTBALL.....38*
 ULTIMA TRILOGY OR V.....42*
 VETTE!.....31
 WAYNE GRIETZKY HOCKEY.....39
 WELLTRIS.....22
 WHO FRAM ROGER RAB.....23
 WINDOWWALKER.....28*

IBM COMPATIBLE
 PACKARD BELL
 286 12MHz
 640K Ram
 40 Meg Hard Drive
 1.2 Meg Floppy
 101 Keyboard
 VGA Graphics
 VGA Monitor
 25-IP Port
 DOS 3.3 (\$80 Retail)
 MS Works (\$150 Retail)
 1 YEAR WARRENTY
 \$1,450.00
 Sound Blaster.....187.50
 Game Card.....20.00
 KC3 Joystick.....20.00
 Mech I Joystick.....21.00
 Mech II Joystick.....34.00
 The Flightstick.....58.50
 3.5" 1.44M Floppy.....90.00
 Printers
 Panasonic 1180.....200.00
 Panasonic 1124.....320.00
 2400 Baud Modem.....120.00
 Genius GM-6000 Mouse
 Dr. Halo III & Menu Maker
 Software, Mouse Pad,
 Mouse Pocket.....60.00
 *AVAILABLE ONLY IN 5.25"
 ALL OTHERS IN 3.5" & 5.25"

Shipping: Software 1-1000 Titles \$4.00 (Cont. U.S.) Hardware \$4.00 Min. IL Residents add 6.25% Sales Tax. All returns must have a RMA number. 20% Restocking Charge on returns. No returns on opened software. Allow 2 Weeks for personal checks to clear. Prices subject to change due to market conditions.

Circle 33 on Reader Service Card.

DRAGONSTRIKE

The **FIRST-EVER** dragon
combat simulator!

Advanced
Dungeons & Dragons
COMPUTER EXPLORER



Available for:
IBM

Coming this summer:
C-64/128
AMIGA



Feel the raw power of the mighty dragon surging beneath you as the wind beats against your face. Your hand trembles, not from the heft of your dragonlance, but from anticipation of the battle that is to come. The air screams with the fury of enemy dragons and creatures — even flying citadels!

This is DRAGONSTRIKE, where the deadly skies above the AD&D® DRAGONLANCE® game world of Krynn explode before your

very eyes. The realistic first-person viewpoint propels you into a detailed, fully animated, 3-dimensional world of incredible action and excitement!

Learn to fly dragons and master over 20 different missions. Receive magic items along the way — you're going to need them! Dragon fangs, talons and deadly breath weapons are just a few of the dangers you'll face in the fierce heat of dragon combat!

To the skies brave knight — and victory!

To order:
visit your
retailer or call:
1-800-245-4525
to charge on
VISA or MasterCard.

To receive SSF's complete product catalog, send \$1.00 to:
SSF, 675 Almanor Avenue,
Sunnyvale, CA 94086.

ADVANCED DUNGEONS & DRAGONS, READ:
DRAGONLANCE, and the TSR logo are
trademarks owned by and used under
license from TSR, Inc.

THE VULTURE
©1988 Strategic Simulations, Inc.
All rights reserved.



STRATEGIC SIMULATIONS, INC.®



SKI OR DIE

By Adam Mark Sherwin

So there you are, just the second day out on your much-awaited ski trip, and what happens? It rains.

Well, cheer up, because for expert and "never-been" skiers alike, *Ski or Die* from Electronic Arts will turn your rainy-day blues into sheer excitement.

In this sensational sequel to the megahit *Skate or Die*, you and up to six friends can compete in five of the "coolest" events on the snow scene.

Tunnel Vision

You begin in front of Rodney's Ski Shop, and on screen you see the resort

shape of a pipe cut lengthwise through the center.

In the next event you'll certainly have your hands full as you battle dozens of menacing little kids in *Snowball Blast*.

Then there's *Innertube Thrash* — a couch potato's dream as you maneuver through a treacherous course of mouse traps and cliffs, all the while attempting to beat your opponent and puncture his tube.

Combos

The most difficult (and enjoyable) option, however, is *Acro-Aerials*, in which you use your joystick or keyboard to spin, flip, and do amazing tricks off a ramp. The number of combinations of in-air maneuvers you can come up with is endless. A panel of five judges gives you a score after each



Ski or Die — no more rainy-day blues.

area containing five events; practice any of them or go against your friends in "Compete All" mode.

One of the five options is *Downhill Blitz*, in which you must navigate large trees and steep cornices and get to the bottom as fast as you can. Try your hand (and foot) at the *Snowboard Halfpipe* — this event gives new meaning to the term "tunnel vision" as you attempt mind-boggling stunts while making your way through this unique snow-covered structure — the

jump — for variety, it's awesome.

Ski or Die takes the best ingredients in any number of games and combines them into an extravaganza of a simulation. It's destined to be a classic for years to come.

Electronic Arts, 1820 Gateway Drive, San Mateo, CA 94404, (415) 571-7171; 384K IBM PC, Tandy, and compatibles; EGA/Tandy 16-color; joystick recommended; off-disk copy protection; \$49.95

STRIKE ACES: INTERNATIONAL BOMBING COMPETITION

By Lefe Low

Strike Aces is a simulation of a simulation, if you will. It re-creates the Strategic Air Command bombing and navigation competition held each year at Ellsworth Air Force Base, Rapid City, South Dakota. You'll be competing against the finest air-strike crews in the world for the prestigious Curtis E. LeMay trophy.

You'll fly sorties that re-create combat missions, the success of each one determining your success in the overall competition. You'll have a variety of missions from which to choose, with a wide range of complexity and difficulty. Missions you complete are scored for competition points.

You can enter the fray in a variety of fighter planes: a McDonnell Douglas F-15E Strike Eagle or F-4E Phantom, a General Dynamics F-11F Aardvark, a Panavia Tornado IDS (Interdictor Strike Variant), a Saab AJ37 Viggen, or a MiG-27 Flogger-D.

Aircraft flying against you include the F-14 Tomcat, F-16 Falcon, F5E Tiger II, MiG 29 Fulcrum, Mirage 2000, MiG 31 Foxhound, and SU 27 Flanker. You get to select which aircraft will be your opponent, so if you want to take it easy on your first few missions, choose one of the older, slightly less capable models.

You also get to outfit your plane with bombs and missiles. You can select auto-arm and have an instant payload of standard ordnance, or customize the weaponry you'll carry to suit the mission you're flying. For instance, if you're flying after one ground target, but expect heavy resistance from

Slick up your joystick it's hot!

ACTION!

Flight in the city slums...



A supernoop and a black panther team together in a high risk mission "A top cle agent has been kidnapped, find him! You know that action and fighting is inevitable". You'll have to visit the city slums to find him and protect you both from mobsters, punks and nif rifts.



ANIGA
ATARI ST
PC
CBM 64

Arrest the
captives!



Discover the first arcade game designed in ray-tracing technology (synthesized pictures). You control the greatest high-tech tanks in the world. You are on a prison planet trying to arrest some escaped convicts. Program and lead your team of tanks. Ray traced 3D universe, multitasking, one or two players.



AMIGA
ATARI ST
PC

Ready to drive
and shoot!



AMIGA
ATARI ST
PC



Parked on the side of an interstate in the Arizona, you are waiting for your mission in your car. Suddenly comes an APB from your radio: "alert to all units, a fugitive killer has escaped. Use caution." Drive fast to intercept him! Watch out for fast times and empty fuel tanks. You may leave the road and drive through the desert, use your compass and your map or you will loose your way...Good luck to prove your nickname "the Ranger"!



You are the pilot of **THUNDER MASTER II**, the ultimate fighting vehicle able to convert itself into a genuine airborne attacker, equipped with ionic phasers and missile launcher. You are engaged in the hot pursuit of terrorists. Go into combat and be confronted by enemies as different in their appearance as in their combat techniques. Pick up weapons, ammunition and fuel. Destroy the leading vehicle, before the ultimate explosion!



ANIGA
ATARI ST
PC
CRM 64



Save the world
from terrorists!

20432 CORISCO STREET,
CHATS WORTH CA 91311.

818/709-3693

THE ACTION CONCEPT

File # 62 on Reader Service Card

Subscribe to GamePro. The Premiere Video Game Magazine.

- Your magazine for Nintendo, Sega, Atari, TurboGrafx, and Genesis.
- Tons of tips, strategies, and secret moves to help you beat your best.
- In-depth reviews on new and pre-released games to keep you in the know.
- Reviews of the hottest games from overseas.
- The latest info on cutting-edge technology.
- The Adventures of GamePro—follow our comic hero through the Video Dimension!
- An exciting, dynamic look that will knock your socks off!

12 Issues Only \$17.97.
Over 60% off the cover price.

Name _____

Address _____

City _____

State _____

Zip _____

Age _____

(Game System(s)) _____

Credit Card No. (VISA/Master Card only) _____

Exp. Date _____

Name on Card _____

Signature _____

Place your check or money order, payable to GAMEPRO, in an envelope and mail to:
GAMEPRO Magazine, Circulations, P.O. Box 57738, Boulder, CO 80522.
No cash please. Offer valid in USA. For Canada add \$5.00. Allow 6-8 weeks.

GAMEPRO

Call toll-free and
subscribe by credit card.
1-800-288-4776

(The GAMEPRO representative will need
to talk to the person whose name appears
on the card.)



Rings of Medusa



GAME OF THE YEAR 1990?

You'll love
this game—
We
guarantee it!



Discover on your own if this claim is true as you, the young Crown Prince of Meroë, challenge the evil goddess Medusa. Conduct trade, gamble in the Casino of the Trools, find treasures, equip an armada of ships and engage in sea battle. Hire and fire warriors for your land army and go into battle. Explore 33 cities, 13 castles and 3 islands. Find the five magic rings of the kingdom and put them together in the Temple of the Athenians. It is your only hope to call Medusa into battle.

- 3500 Kbyte of data, over 500 Kbyte of digitized sound
- Beautiful graphics, excellent strategy and game action
- Weeks and months of game experience

Star Games
706 W Buffalo Ave., Tampa, FL 33603
(Tel) 813-933-8023

Can't find RINGS OF MEDUSA? For orders only, call: 1-800-781-8023. Retail price: \$49.95. Available for: Commodore Amiga, IBM PC, Tandy, 386, Compaq and Atari ST. All product and brand names are trademarks or registered trademarks of their respective companies.



Strike Aces re-creates SAC's annual bombing and navigation competition at Ellsworth AFB.

fighter interceptors, select one or two bombs or air-to-ground missiles and a pile of air-to-air missiles.

The cockpit display has the standard features of fighter flight simulations — navigation screens with waypoints, distances, and heading information, ordnance selection, target acquisition and selection, all the flight controls, and various viewpoints and external views.

In practice mode (which I strongly recommended so that you can get used to your aircraft), you can select free flight and begin from any of a number of positions — lined up for landing approach, on the runway, up at 30,000 feet, over a city, over a bridge, heading for Mt. Rushmore, or lined up behind a tanker. You can (and should) experiment with various starting positions to get a feel for all the situations you'll undoubtedly encounter in a real mission.

Your mission runs for the competition can take on a variety of characteristics — whether covert, tactical, strategic, or offensive — each in ascending order of complexity and difficulty. Within each category, there are four individual missions — again, each one presented in increasing order of difficulty.

After you've completed enough

missions successfully, you may want to create one yourself. The Strike Aces design feature lets you plan a mission as complex or as simple as you like. You can lay out your mission route and choose the locations and types of ground targets (from SAM sites, convoys, command tents, and a variety of others).

The mission design is a laudable feature. The rest of the simulation aside, something like that makes a game worth the money because the potential is virtually unlimited. If you get bored with the missions provided, create your own. If you're a history buff and you want to see how you'd fare in a historically accurate encounter, now's your chance.

The actual simulation of flight and fight in Strike Aces is similar to that found among the abundance of other flight simulations available. Strike Aces incorporates just enough of the flight and combat features to be suitably realistic, without loading you down with so much detail that you need a rocket-science degree from M.I.T. just to get off the ground.

Strike Aces is an appropriate simulation in this world of thawing relations between East and West. Just as much as the next guy, I like pretending that I've got the stick of a multi-

million-dollar jet fighter, but it's nice to be flying a simulation that focuses on the skills required for successful missions, rather than simply how many bad guys you splashed.

Accolade, 550 South Winchester Boulevard, Suite 200, San Jose, CA 95128, (408) 985-1700; 512K IBM PC and compatibles, 640K Tandy; CGA/EGA/VGA/MCGA/Hercules/Tandy 16-color; keyboard or mouse, joystick recommended; \$49.95

FACES: TRIS III

By Lyle Low

That wacky Russian Alexey Pajitnov is at it again. After the enormous success of Tetris and the three-dimensional sequel Welltris, Faces again challenges you to pile up puzzle pieces in the proper places. This time, as you may have guessed from the name, you're putting together faces.

That Face

The premise of the game is basically the same as its predecessors'. Instead of multicolored blocks, though, pieces of faces will be falling on your screen — eyes, chins, noses, lips, and foreheads. The face parts fall in pairs — not necessarily matching. There may be a lip and a chin, for instance, and they probably won't be from the same original face.

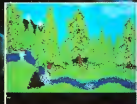
Unlike Tetris and Welltris, Faces doesn't let you dig yourself out of a hole once you've goofed. If you inadvertently pile a chin upon a chin, for example, the two pieces turn to stone and they're there for good. The game round ends when the first stone pillar reaches the top of the screen.

Fortunately, all you need to do to complete a face is line up the proper parts. They don't have to be from the same face. As long as you pile up a ◊

EARTHRISE™

IT'S NOT JUST AN ADVENTURE - IT'S YOUR JOB.

As the Terran Mining Guild's top Investigator, every job is an adventure - especially when the job is to stop an out-of-control asteroid from colliding with Earth!



IBM screens.

ASSIGNMENT: ASTEROID

As the hero of this adventure, your assignment is to investigate an asteroid mining station, find out what happened to the missing crew, and figure out how to fix the malfunctioning engines of the self-propelled asteroid before it crashes into Earth. With your trained investigative mind (and some luck), you may be able to resolve this crisis in time to avoid an untimely death.



EARTHRISE is played in 3-D graphics and animation, with over 100 screens and multiple solution paths, plus user-definable keys and help menu.

An Animated Graphics Adventure from

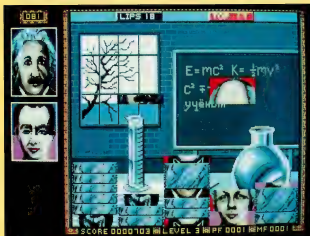
interstel
corporation

P.O. Box 57923 • Wixom, TX 77598
(713) 486-4163

Now available for the IBM® PC & compatibles.
See your retailer or call 800-245-4525.

Circle 66 on Reader Service Card.





Faces — puzzles with plenty of personality.

chin, lips, nose, eyes, and a forehead in that order, you've completed a face and it will move off to the side and you'll get points. You won't get as

many points for a mixed face as you will for a perfect face, however.

You can end up with some pretty interesting combinations. Imagine

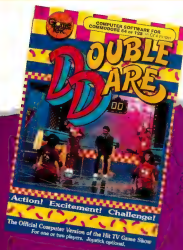
Gorbachev's distinctive forehead with Margaret Thatcher's eyes or nose and Gandhi's chin — or Napoleon Bonaparte, Ghengis Khan, Douglas MacArthur, and Queen Elizabeth staring at you from the same face.

Putting It All Together

There are ten difficulty levels in Faces, numbered zero through nine. As before, with each successive level, the pieces fall faster and the game becomes more difficult.

Each level has a different type of face you'll be constructing — universal faces, modern world figures, faces from art, scientists, musicians, American historical figures, literary figures, monsters, and faces associated with American holidays.

Within each category of faces, you'll encounter a different number of "personalities." Each personality is what Faces refers to as a perfect face. Levels zero and one have four personalities, two and three have five, 4



TAKE THE PHYSICAL CHALLENGE!

Double Dare™ is Double action and Double fun! The GameTek computer version plays just like the Original TV game show. Think fast — test your mind with questions about rocks to rock n' roll. Move fast — test your skills on stunts that'll stretch your reflexes to their limits. Rack up points, but watch out for the Obstacle Course. You could end up in a real mess!

GameTek

2999 NE 191st Street • North Miami Beach • Florida 33180 • (305) 935-3995 • Fax (305) 932-8651

©1988 GameTek, Inc. Double Dare™ ©1988 MTV Networks. Double Dare is a trademark owned and licensed for use by MTV Networks, a division of Viacom International, Inc.

The Magic Candle

Volume I

1989 Role-Playing Game of the Year.

— Computer Gaming World

1989 Best PC Fantasy Role-Playing Game

— Game Player's



"Bottom line: Definitely recommended."

— Scorpio, Computer Gaming World

Such skill, thoroughness, and attention to detail... an entire new class of fantasy games."

— William R. Tome, Game Player's

Countless original touches and innovations.

— Shay Addams, Quest Busters

Role-playing fantasy at its most complex and entertaining.

— Barry Brenesal, PC Magazine

A nifty game that offers plenty to do.

— Kathryn Cunningham, PC Computing

The Magic Candle is one of the best RPG's to come along.

— Guy Wright, PC Games

"Warning: Before playing The Magic Candle, cancel all your appointments for the next few weeks."

— Art Lewis, Kombat, Ace Commodore Magazine

The Magic Candle is an addictive game... weeks of exciting entertainment."

— Lesser, Dragon Magazine

"A fresh challenge, breaks new grounds."

— Scott Mack, Insider

To order, see your local retailer or call (800) 526-4933.

The Magic Candle, Volume I is currently available for Apple II (plus II/plus IIx), IBM and compatible PCs (EGA and VGA, 1000 memory mode), Commodore 64/128.



MINDCRAFT

Mindcraft Software, Inc.
2381 26th Street, Suite 100, Berkeley, CA 94704



THE LANDS OF DERUVIA

Map Guide

Secret
Guide Now
Available!

four and five have six, six and seven have seven, and eight and nine have eight different faces. After you've assembled ten faces, perfect or mixed, you'll advance to the next level.

You can temporarily replace the faces in any level with faces you've created with a paint program. Before you expend too much energy doing that, though, keep in mind that it's temporary. When you quit or shut off your machine, there will be no trace of your custom face.

Tough Competition

Up to ten players can compete in tournament mode. When playing a tournament, each player gets to try a round until the first stone pillar reaches the top of the screen, or until a time limit you've set has expired.

There's also a head-to-head mode for playing Faces; you play via null-modem cable at the same location or on line with two 1200-baud Hayes-compatible modems.

In an interesting twist, competition is fiercest in head-to-head mode. Putting together perfect faces is twice as important, for when you complete a perfect face, half your blocked-out pieces are transferred to your opponent.

Faces is a unique addition to the ongoing series of Tetris games. It's funny to see the faces you come up with when you mix parts (although ideally you want to assemble as many perfect faces as possible). Still, if I were marooned on a desert island with nothing but a PC, a 3000-mile-long extension cord, and my choice of one game in the Tetris series, I'd probably stick with the original.

Spectrum Holobyte, division of Sphere, Inc., 2061 Challenger Drive, Alameda, CA 94501, (415) 522-3584; 512K IBM PC, Tandy, and compatibles; CGA/EGA/Hercules/Tandy 16-color/256-color MCGA/VGA (640K required for VGA); keyboard or joystick; AdLib; off-disk copy protection; \$39.95

DEJA VU II: LOST IN LAS VEGAS

By H.E. Dille

Get ready to gamble your way to the top in ICOM's new release, *Déjà Vu II: Lost in Las Vegas*. As a graphics adventure, it's pretty similar to its predecessor: You manipulate your on-screen persona via a series of point-and-click pull-down windows (a mouse is essential) with command options. The windows and graphics display are nice, but the command structure is exceptionally rigid.

The game's parser suffers from a limited vocabulary, so finding the right sequence of commands to perform simple tasks, such as sharpening a pencil, is particularly frustrating. Many players may not possess the

MICRO CITYME

A Division of Micro Peripherals, INC. 4049 Marshall RD. • Kettering OH. 45429

HOT NEW TITLES? ... WE'VE GOT 'EM! ... CALL

**MICROSOFT
WINDOWS 3.0
IN STOCK!**

**Sound Blaster &
A-D Lib Music
Cards In Stock!**

888 Attack Sub Abrams Battle Tank Alcatraz Al Zappa Go To Heaven American Sign's Real Police Annals of Rome Antipollages Armadillo Bad Blood Balance of Power 1980 Battle Chess Better Dead Than Alien Blue Angel 68 Buck 2.0 Budapest Super VGA Karate Game Supports Sound Board! Capone Captain Good Carmen Sandiego Where in Europe Where in Time Where in the World	Champions Of Kyrin Code Name Ice Man Colorado Revisited Conquest of Camelot Conspiracy Cottage/Glen King Crime Ware Awesome Action/Adventure Real Sound, True VGA Death Bringer DeKoon 5 Defender of the Crown Deluxe War, Loner, Draw Demon Stalkers Demonic's Winter Descent Into Die Hard Druidheim Double Dragon 2 Dr. Doom's Revenge Dragon's Lair Just Like the Arcade Good EGA Graphics	Erebon vReal Sound Empire Excalibur Eye of the Storm F-15 Strike Eagle 2 F-19 F40 Pursuit Simulator Falcon RT Federation Fellowship of the Ring Flight of the Intruder Fods Erend Gardens II Ghost Busters II Gold Of The Americas Golf Doctor Grand Slam Bridge G. Norman's Shark Attack Hammy Heavy Metal Here's a Quasi Here's a Quasi II Hottage Hogly's Book of Games Hunt for Red October Indy 500	Inlana Jones-Lost Crusade * Action Game * Graphic Adventure International Tennis Sports Jack Nicklaus, vol. 2 Kings Quest 1, 2, 3 Kings Quest 4 Kings Quest 5 Lairons Suit Larry 1 or 2 Lairons Suit Larry 3 Loose Magic Johnson Basketball Mandrill 2 (15+) Might and Magic 1 or 2 Mister Club Northwind Nouranator Overmord Operation Clank Streets Polar Quest 1 or 2 Call Populous Prince Of Persia Supertop Graphic Action/Adv. with Sound Board Support	Puffy's Sage Pro Tennis Tour Pub Games Red Lightning Ripper Robocop Ruler Games Romance of 3 Kingdoms Call Sargon 4 Savage Search for the Titanic Shuffle Puck Cafe Super VGA Graphics Awesome Playability Slate or Die Solitaire Royale Sorcerer Lord Soustien Space Quest 3 Spellbound Star Fleet 2 Elmagoo Steel Thunder Strike Zone Stunt Track Racer	Strip Poker 2 The Name Says It All Good Graphics/Ampley Talk Take Tales From 2... (Wow!) Tale Car * Screenshot Disk Third Counter Time and Magic Times of Lore Titan Total Eclipse Trolls of Honor Truism Twilight's Hemisphere Ultimate Utility Vattel Vitone of Alernath Wizard Wilks Wizards 2, 3, 4 or 5 W-X Leader Board (Sound) X-Men Zak McKracken
---	--	--	---	---	---



Hours: M-F 10am-8pm EST
SAT 10am-5pm

TO ORDER, CALL TOLL FREE

1-800-255-5835

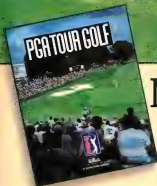
**Order Status or Tech. Info,
Call (513) 294-6236**



NO EXTRA CHARGE FOR CREDIT CARDS - UPS Second Day & Next Day Air available at extra cost. We ship to Austin, Texas - This website and 800-855-8888 are in - Please allow three weeks for personal or company checks to clear. - All defective products require authorization number to be accepted for repair or replacement. - Some returns are subject to a re-stocking charge. - DUE TO CHANGING MARKET CONDITIONS, CALL TOLL FREE FOR LATEST PRICING & PRODUCT AVAILABILITY. - FOR YOUR PROTECTION, WE CHECK ALL CHECKS FOR FRAUD. ©2000

Circle 34 on Reader Service Card.

62 • PCGAMES MAGAZINE



MAKE THE PUTT OR MISS THE CUT...

Crouch down and read the green. The only thing between you and the final money rounds is fifteen feet of landscape that's flat to everyone but a golfer. Will a hard break turn into heartbreak? Join the PGA TOUR® and find out for yourself.



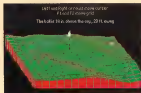
The pressures of a PGA TOUR® pro

- Play in real tournaments on real courses: TPC at Sawgrass, TPC at Avenel, and PGA West Stadium Course. Bonus course—tournament-tough Sterling Shores.
- Compete against 60 PGA TOUR pros in four round tournament play. Pro stats modeled after real players' scores.
- Fight to finish in the money. Keep track of the top cash winners through the Leading Money Winners board.



The best of live action TV coverage

- Panoramic fly-by shot and look-back view give you real TV-style coverage.
- Ten featured PGA TOUR pros give personal insights on each hole.
- Check the leader board at any time for the latest in TOUR standings.
- Announcers keep you posted on important shots and changes in standings.



Accurate and addicting

- Unique 3D topographical grid lets you read the contours of the greens.
- Select special shot options like chip, punch and fringe putting.
- Club selection and ball lie affects spin on the ball.
- Track your own statistics in real PGA TOUR categories like driving accuracy, par breakers, and putting average.



HOW TO ORDER:

Visit your retailer or phone with VISA/MC/USA or Canada, 800-245-4525, Mon-Fri, 8am-5pm Pacific Time. IBM and compatibles 5.25" version \$49.95 (3.5" available). Screen shots represent IBM version. IBM is a registered trademark of International Business Machines Corporation.

TPC is a registered trademark of PGA TOUR®, INC.

Circle 51 on Reader Service Card.



patience to stick it out through some of the game's puzzles. One drawback is that you have only one week of game time in which to complete your quest, and there's only one solution. As with most games in that format, *Lost in Las Vegas* is linear, almost oppressively so.

The premise of the game is a trip from Las Vegas to Chicago during which you attempt to parlay a miniscule amount of cash into \$120,000 as you take care of some unfinished business. Naturally, a host of unsavory characters will complicate your task—including one of the sunniest bag ladies you'll ever meet.

Start by trying to overcome your cash-flow problem. Unlike the real Vegas, this one has only one casino. Forced to play by house rules all the way, you may lose a lot of game time here unless you're especially lucky. It's imperative that you find your friend Rudy (a carryover from the original *Déjà Vu*) and hop a train back to the Windy City. By all means, stay out of the desert unless you're looking for your own untimely demise.

Back in Chicago, rendezvous with Gabby, another character from the earlier release. Where do go next? Your choices are straightforward: home, the bar, the morgue.

Gabby's taxi can take you wherever you need to go, but if you miss objects you need, the only way to get them is to backtrack. Of course, you may run out of time—so exhaust every available option in each location before you move on. Save your game often, too.

Despite excellent graphics, *Lost in Las Vegas* would have been more current about five years ago. In today's market, linear adventures with limited parsers and frustrating game play are dinosaurs at best. Stay clear of this one unless you absolutely loved its predecessor or have a real penchant for this type of game.

ICOM Simulations, 648 South Wheeling Road, Wheeling, IL 60090, (800) 877-4266; \$12K IBM PC, Tandy, and compatibles; EGA/CGA/VGA; keyboard; copy protection; \$49.95

HEATWAVE: OFFSHORE SUPERBOAT RACING

By Lafe Law

When I jumped into my first "boat" in *Heatwave*, I was expecting it to be something like a driving simulation—with water outside the windshield instead of pavement. I was wrong.

Heatwave is definitely a racing *boat*

including a modified Wellcraft called the "Don Johnson Special."

Each boat fares better in different conditions. For instance, some boats are more stable in rough water, but have a lower top speed. Other boats may be faster, but unstable in rough conditions. Try to select the right boat for the course on which you're about to race. Some of the courses run through relatively sheltered water; others are definitely offshore races.

After you've chosen your craft, you'll make a quick pit stop to add or remove fuel; check the gas mileage of your boat and the length of the course to make sure you carry the right amount. That's a trickier proposition than you may think. Carry too much fuel, and your boat will be too heavy, have a lower top speed, and may spin out around tight corners. On the



Heatwave—thoroughbred racing with 3000 horsepower.

simulation, not a race *car* simulation with the blacktop turned blue. Your vessel responds as an actual boat would to rough water, speed, trim, long turns, and short turns. Keep your boat going at full tilt, boogie through rough water or tight turns, and you'll be bucking like a ballistic bronco.

The boats in *Heatwave* are thoroughbred racing speedboats—big and powerful. You get to pick from four enormously expensive models,

other hand, you can probably figure out what happens if you don't carry enough fuel.

You can also opt to carry a spare shaft and propellers. If you damage either of them and need to make quick repairs on the course, you'd better make sure you packed a spare. You can't just pull over to the side of the road when you're out in the middle of the bay.

After you've made your pit stop, ☺

DISCOVER
THE MOST
ADDICTING
STRATEGY GAME
SINCE TETRIS™!

Circle 21 on Reader Service Card

you're ready for the waves. There are six courses: Four start in and around Miami Canal and just off the Miami shoreline, one follows the Mississippi River, and one winds through San Francisco Bay. You can also create your own custom courses.

Before you get any delusions of grandeur, though, take your cruise missile out for a practice spin. Once you're comfortable with the way the boat handles and the layout of the course, you're almost ready to race. After a few practice runs, you'll still have to complete a qualifying run before you can attend the prerace driver's meeting. There you'll find out the conditions out on the course and any last-minute changes — such as any bouys that may have been moved.

When it comes to the real race, you have to pay careful attention. As if just finishing the course in one piece weren't hard enough, you have to abide by the rules. For instance, rev up your engine before the start boat lowers the green flag and wham — you've got a penalty.

You'll also pick up penalties for rounding course markers on the wrong side, and if you trash your boat, you have to take time to replace the shaft or a propeller. Penalties simply add minutes to your overall time for the course, which is a problem in a race where mere minutes separate the winners from the losers.

There's also an option for a course fly-by, which gives you a helicopter view of a boat traveling through the course. I first thought it was just a nice little gimmick — but that was before my first qualifying run, in which I incurred six penalty minutes for rounding bouys on the wrong side. Take a careful look at the entire course fly-by. Take notes if you need to. Believe me, it'll come in handy later.

Once you're in your boat skimming across the waves at outrageous speeds, the simulation is quite impressive. Your boat responds instantly to speed and course adjustments, as well as correcting for trim angle. Once these speedboat monsters get cruising, they get up "on plane," which means they're only riding on small portions

of the rudder and fins on the bottom of the hull.

Here's where proper speed, steering, and trim adjustments are crucial to your success in a race. Once your boat is up to speed and on plane, add some trim and you can see your speed creep up higher. Be extra careful when flying across the crests of the waves like that, though. Without much of your boat in the water, it's less stable and can flip over in a heartbeat if you take one wave the wrong way.

One of the special things I've always enjoyed about simulations is that they let me try things that are too dangerous or too expensive to do in real life. Heatwave is exemplary: When racing through the relatively narrow corridors of San Francisco Bay or Miami Canal, it's frighteningly easy to mess up a turn and plow the boat into land. Needless to say, when you're piloting a 3000-horsepower speedboat at upwards of 70 miles per hour and you make a mistake like that, your life-jacket doesn't do you much good.

Accolade, 550 South Winchester Boulevard, Suite 200, San Jose, CA 95128, (408) 985-1700; 384K IBM PC, Tandy, and compatibles; CGA/EGA/MCGA/256-color VGA/Hercules/Tandy 16-color; keyboard or joystick; off-disk copy protection; \$39.95

CIRCUIT'S EDGE

By Jim Trunzo

Circuit's Edge is a gritty science-fiction mystery-adventure game based on the books *When Gravity Fails* and *A Fire in the Sun*, by George Alec Effinger, a Hugo and Nebula Prize winner. The game draws its setting and characters from the novels, although the storyline is original.

Set in a futuristic slum called Budayeen, somewhere in the Middle East, Circuit's Edge tosses you into the role

of Effinger's main character, Marid Audran. It's not a nice place to live — and you wouldn't want to visit, either — but there's no around it. Another murder has occurred in this 23rd-century crime-ridden ghetto and you may be next on the list. It's going to take all your street-hustling skills and the help of your friends — exotic dancers, prostitutes, drug dealers, and the local godfather, Papa Friedlander Bey — to get you out of this one.

It's a sordid side of life you'll see in Circuit's Edge, and it's both disgusting and seductive at the same time. The game sucks you in like a whirlpool. The setting is so sinister and the futuristic elements so strangely fascinating that you'll want to rush through the streets of Budayeen to find out what new and unexpected encounter awaits you.

With its intuitive system of pull-down menus and arrow keys, Circuit's Edge lets you travel about the city, meet and talk with your associates, fight and negotiate with your enemies, and engage in any number of pleasurable and illicit activities without typing more than a few words at a time. That means you can concentrate on the game itself and keep the pace moving at breakneck speed.

During the course of the game, you'll interact with at least ten major nonplaying characters and dozens of minor characters such as the local shop owners, and travel to more than 60 locales. Nonplaying characters here have well-developed personalities, all different and interesting in themselves. Knowing the people you're dealing with — their virtues (which are few) and their vices (which are many) — is essential to solving the mystery.

Besides the lure of its decadent setting, the game's futuristic devices add to the plot and to your enjoyment. Marid's brain has been altered to accept both *moddies* (electronic modules that let him become someone else, either real or fictional) and *doddies* (modules that give him temporary knowledge of particular subjects).

You might have to use a moddy chip to change your personality as ☺

OPERATION SPRUANCE

The Naval Warfare Simulation



*This incredible Naval warfare
Simulation includes features such as:*

- » Fast real-time solid 3D graphics.
- » Realistic navigation radar emulation. Authentic digitized sound of missile launch.
- » Confrontations with real life enemies.
- » Satellite aided navigation and strategic surveillance.
- » Three defensive and four offensive weapon systems.
- » Includes a large (17" x 22") detailed depth and navigation chart of the Persian Gulf.
- » Comprehensive 100 pages manual.

• Supreme Command Middle East

Intelligence report:

Russian task forces tg 01 and tg 02 have entered a position to launch an invasion force at the south coast of Iran. Multiple air radar contacts 400 miles north of Iran indicate Russian parachute assault in progress. Iranian naval forces are closing in on a convoy of US Navy tankers, they will be in a position to fire in less than two hours. Engage and destroy the Iranian task force, then move to a position close enough to safely monitor possible Russian invasion of Iran.

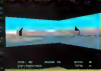
Move around in real
time 3D graphic.



Spectacular 3D View
from the bridge.



Realistic emulation of
a navigation radar.



PARSO
SOFTWARE

P.O. Box 234

L.O.L., FL 34639

Amiga and IBM screens shown. Actual screens may vary. All products mentioned are trademarks of their respective owners.

Operation Spruance™ is a trademark of Parso Software, Inc. To buy direct send cashiers check or money order for \$49.95

you infiltrate certain groups, for instance, or a sensory-deprivation daddy to keep from feeling pain as you're tortured. Your imaginative use of both types of chips will determine the outcome of the game.

Budayeen is a dangerous place, especially at night. Money's not easy to come by, for one thing, and spending it foolishly — and usually illegally — means coming up short when the time comes to purchase information or a daddy module, for instance. You'll probably die — easily and frequently. (Save your game often.)

Circuit's Edge mixes equal parts murder mystery and science fiction to produce an exquisite graphics adventure. From robotic hookers to cyberpunk muggers, it'll test your deductive skills while titillating your interest in the seamy side of life. Once you start playing, you'll keep going back to the streets of Budayeen, where life is never boring and death is never far away.

Infocom, distributed by Mediagenic, 3885 Bohannon Drive, Menlo Park, CA 94025, (415) 329-0800; 512K IBM PC, Tandy, and compatibles; CGA/EGA/16-color VGA/ Tandy; keyboard or mouse; AdLib and Roland music boards; no copy protection; \$49.95

TKO PRO BOXING

By Rick Teverbaugh

If you're a serious boxing fan, TKO Pro Boxing is the game for you — this simulation actually lets you plan your own strategy. Use one of 612 boxers to re-create a famous fight, or design your own champion and make history yourself — there are more options than you can imagine.

TKO Pro Boxing is one all-text production that seems as real as a well-placed jab to the nose. In fact, the running commentary provides

just enough detail to ignite your imagination. Although Haffner Games has revised many of its products to include more variety in descriptions, TKO boxing has remained unchanged — this company knows enough to not mess with perfection.

The TKO Pro Boxing dialogue tells you ring position and type, location, and amount of damage from each blow. (You can even adjust the speed at which the information is displayed on screen.) The top of the screen features a clock and the fighters' point totals during each round.

Of the game's 612 fighters, some are current boxing stars, and others are famous fighters from the pages of boxing history. Match Mike Tyson with George Foreman, for instance, and see if it's a bout worth waiting for. When I pitted these two heroes against one another, Foreman (who was a champion 16 years ago) lasted 12 rounds in one bout, but it ended in a draw. In three other bouts Foreman lost by technical knockout in the sixth, seventh, and ninth rounds.

When I put Tyson up against Foreman in his prime, the bouts were more interesting. Foreman won three of ten fights — one by decision, one by TKO, and one by knockout. Tyson won six by TKO, one by knockout.

In another sought-after match, I put Buster Douglas up against Tyson. This one proved that Douglas should enjoy his title while he has a chance — he lost all seven matches by TKO — although one came in the final seconds of the final round.

When you select the fight option, you can choose the number of rounds, whether or not the computer controls the fighters, the scoring rules, and the experience of the fighter.

After that, you select your strategies in each round for any fighter you control. You can engage in controlled or all-out knockout; you can fight inside or outside either offensively or defensively; or you can cover up. If the computer controls the fighters, select no strategy for both fighters and your result will mimic actual boxing history.

As in real boxing, your fighter's cuts

and bruises carry over from round to round — he can even suffer injuries as drastic as a broken hand. In fact, during the Foreman-versus-Tyson bout, Tyson's broken right hand ended the match in a 12-round draw.

The excitement doesn't end with the fight. The game evaluates and rates each fighter's performance, then saves the match's result and the boxer's rating to a text file; use it to set up a list of the 29 champion contenders in each weight class.

If you can't have a ringside seat, recreate those rounds with TKO. Or if you're the betting sort, preview the upcoming bouts — and use your advantage.

Lance Haffner Games, P.O. Box 100594, Nashville, TN 37224, (615) 242-2617; 512K IBM PC, Tandy, and compatibles; monochrome monitors; keyboard; no copy protection; \$39.99

NFL PRO LEAGUE FOOTBALL

By Rick Teverbaugh

I'll be up front: NFL Pro League Football brings the National Football League to your PC with a simulation that's unmatched overall by any other product. No other pro football package offers the combination of variety, detail, graphics, speed, ease of play, realism, and number of teams.

This simulation isn't for the casual football fan, nor is it for the fiscally squeamish. It may take as much as \$200 to get all the options and teams I'll describe in this review, but diehard pro-football fans should have pen and checkbook ready as they read.

The basic NFL Pro League Football sells for \$74.95 and comes with every team from the last three NFL seasons. You play the game by answering ques-

IN 1972, AN ELITE AIR CORPS FLEW OVER VIETNAM. FLY WITH THE BRAVE AND THE BOLD.

Feel the adrenaline kick in as you scream down the carrier runway. You're up! And so is your squadron of F-4s. Now nothing can stop you except the deadly fire from those MiG 21's, SAMs and anti-aircraft flak.

Experience the raw emotion and harrowing danger of intense air combat over North Vietnam in this simulation based on Stephen Coonts' best-selling novel, *Flight of the Intruder*. Authenticated by Vietnam pilots who flew in the

Phantom fighter interceptors.)

Switch from the A-6 to F-4 cockpit anytime.

Thirty-four different targets provide new challenges every time you take to the sky. Aerial photos provide a pre-view

of the target zones. For continuous challenges,

choose from 16 variables to determine the level of difficulty. Get *Flight of the Intruder*™ now and watch for the full-length motion picture coming this summer.

Available for IBM in CBA, EGA and 16-color VGA.

**FREE
FLIGHT OF THE
INTRUDER
PAPERBACK
NOVEL
INCLUDED**

Linebacker Campaign of 1972, you won't find any other simulation so like the real thing.

Select from multiple missions or map out your own using the mission creator. Control up to eight aircraft during one mission (four A-6 Intruder bombers and four F-4



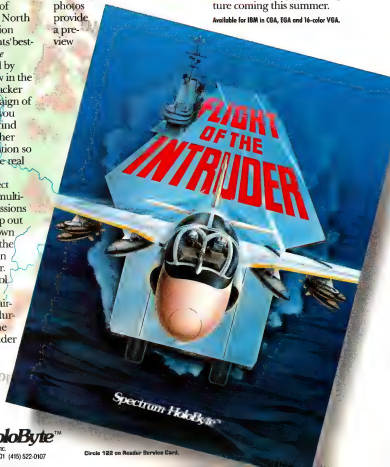
Off you go to adventure, danger and excitement.



Zero in on the MiG, before he zooms in on you.



Mission accomplished! Now back to Yankee Station to plan your next attack.



Screens shown are IBM EGA. Others may vary.
Copyright © 1986 Spectrum HoloByte. All Rights Reserved.
Flight of the Intruder and Spectrum HoloByte are trademarks
of Spectrum, Inc. Other products are trademarks of their
respective holders.

Spectrum HoloByte™

A Division of Sphere, Inc.
3961 Challenger Dr., Alameda, CA 94501 (415) 522-0107

Circle 122 on Reader Service Card.

tions about the way you intend to use your team both offensively and defensively. That information creates a game plan for your team in either of two ways: The more satisfying route is to answer 104 percentage questions, such as how often you want your half-back to carry the ball; the quicker way is to answer a group of 41 questions and have the computer fill in the rest.

There are three other ways to call up a game plan, as well: You can let the computer do the whole thing (valuable for historic matchups or games in which neither team has a human coach); you can load a generic plan saved from a previous game with the same team; or you can adopt the existing plan your team used last.

You'll also have to answer questions about halftime adjustments if you're ahead or behind by a certain number of points, who your starting quarterback will be, and weather conditions. You can control the conditions under which you'll play the game or let the computer decide using real-life prob-

abilities, depending on the month in which you're playing.

After the coin toss, you'll see the game-screen display — and it's gorgeous. If you're using an EGA or VGA monitor, you'll see a display of the two teams' helmets with exacting detail. You'll also see a referee in the lower right-hand corner to call first downs, penalties, and incomplete passes, and to signal touchdowns and report results of field-goal and extra-point attempts.

You watch the game as a spectator for the most part, but you can jump in at any time and call specific plays. Animation is handled with Xs and Os, but it's still relatively easy to see who did what and how it was accomplished.

NFL includes a large selection of league options. You can even transfer game plans by modem, the obvious choice for long-distance computer football leagues. The game maintains 140 categories of statistics per game, including defensive stats and drive

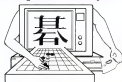
charts, and can compile up to 200 season statistics per team. It also keeps league standings and a 70-category record book, and provides a detailed post-game printout. A play-by-play report, generated as the game unfolds, is especially nice for league participants. It includes more detail than the media usually get when they cover a real NFL game.

To add extra depth and variety to NFL Pro League Football, you can pick from three decade disks (representing the '60s, the '70s, and the '80s) selling for \$24.95 each — an incredible value when you consider the number of teams included.

There's also a Pro Draft disk that lets you draft teams from scratch; one uses great players from the past and the other uses players from 1989. Each of these disks also sells for \$24.95 each.

One add-on disk that's more than worth the price (if you've already purchased the NFL Pro League game disk) is the Head-Up Football package, for \$29.95. With the Head-Up

Prepare to meet your NEMESIS™



The only Go program to successfully imitate human play.

Go has been a way of life in the Orient for over 4,000 years. As much a philosophy as it is a game, many think Go is the secret of Japanese success. "While chess is a game of war, Go is a game of market share." (President Nikko Hotels)

"the leading Go game for the Macintosh (or ... the IBM PC, for that matter) ... Using it is an improvement over learning the game from books or from all but the most patient humans." "This is without question one of the most extraordinary automated aids to go instruction developed" C. Seiter, MacWorld, June 1989

"I've had a blast playing (and learning to play) this incredible game. The beauty of it is that NEMESIS helps" G. Betsminger, MicroCornucopia #46

Toyogo, Inc. (800) TOYOGO-9, (808) 254-1166
PO Box F, Dept. G, Kaneohe, HI 96744

\$79 Go Master® \$59 Tactical Wizard™
\$49 Joseki Tutor Add \$6 U.S. S&H

Circle 49 on Reader Service Card.

FOOTBALL • BASEBALL

**SPORTS FANS...
THE SPORTS SIMULATIONS YOU HAVE
BEEN WAITING FOR ARE HERE!**

3 IN 1 FOOTBALL

- with Stats Compiler for each player and team • you choose from 14 offensive plays and 6 defensive formations • includes 180 college teams and the 28 Pro teams from the '89 season PLUS 174 great college and 189 great pro teams of the past

FULL COUNT BASEBALL

- Includes all 26 teams from the most recent and 52 great teams from the past • 29 man rosters • Ball park effects • Stats Compiler automatically keeps all player and team stats as well as past schedule results. • Complete boxscore to screen and/or printer after each game. • One player vs. computer manager, two-player, and auto-play options. • Input your own teams, draft or trade players from teams already included. • You choose the starting lineups, batting order, relief pitchers, plus game decisions like when to hit away, bunt for a hit, sacrifice, steal, hit & run, bring in the corners or the entire infield, take an extra base, DH option and more!

FULL COUNT Simulations & League Leader Program \$14.99

Send check or money order for **\$39.99** each.
Visa and MasterCard accepted on phone orders only.
Please add \$2.00 for postage and handling.

LANCE HAFNER GAMES

P.O. Box 100594 • Nashville, TN • 37224 • 615/242-2617

Circle 2 on Reader Service Card.

disk, you can call up any play from a book of 99 offensive and 99 defensive options. You can also alter them with other options that must add up to thousands of possibilities.

Kickoff

When running an offensive play, you select ball carrier, hole designation, play description, and type of play. For instance, a 34 Counter Trap means the fullback runs a counter trap at the 4 hole, on the left side between the guard and the tackle.

For passing plays, you can pick the type of drop back, the intended receiver, the pass type, the pattern moves, and the length of the pass in yards. For example, a 28 Medium SL at 17 would mean a play-action pass of medium length to the split end, who runs straight downfield 17 yards and cuts laterally to the left.

There are even more possibilities on defense. You select basic formation, strength of the formation, alignment,

pursuit, key for runs, type of pass coverage, and whether or not any receiver should be double-teamed.

You can put together all these options and save them to a playbook, which you can use against your computer opponent (very tough), in head-to-head competition against a live human foe, or against another player who may be all the way across the country.

You play the latter type of game through a sophisticated modem play package, as noted above. Both players see the same play unfold after each picks offense and defense.

Fumbles?

All this would be wasted, of course, if the components of the game didn't add up to realism and enjoyment. My 30 or so NFL Pro games have been very satisfying. You can beat a strong team with a weaker one with some inventive play calling if you keep the opponent's defense guessing and keep

their offense from making big plays.

You'll note a couple of flaws in the game, though. When a penalty occurs, the game shows the result of the play if it determines that your current situation would be more advantageous than accepting the penalty. You never decide whether to accept or decline a penalty.

Also, your quarterback never looks for a secondary receiver. He'll throw to a double-teamed receiver, and that almost always ends up as an incomplete or intercepted pass.

Still, the strengths of the program far outweigh either quarrel. NFL Pro League Football is one of the most enjoyable sports simulations of any kind I've ever played. □

Micro Sports Inc., P.O. Box 1178,
Hixson, TN 37343; 512K IBM PC,
Tandy, and compatibles; CGA/EGA/
VGA; keyboard; no copy protection;
\$74.95; decade team disks \$24.95
each; pro draft disks \$24.95 each;
Head-Up \$29.95



SOUND MASTER®

THE ONLY SOUND ENHANCEMENT BOARD
THAT WORKS WITH ALL PC GAME TITLES

MORE THAN A MUSIC CARD—A LOT MORE!

Sound Master now supports the internal PC sound system! This makes Sound Master compatible with all game titles. Sound Master not only improves your existing PC sound quality. Plus you get an enhanced 3 voice music synthesizer and a DMA driven digital filter for real life speech, music, and sound effects—just like an Amiga, Apple IIGS, or Tandy 1000/5171. Electronic volume adjustment. This multiport music, speech, sound effects, internal speaker support. All in STEREO! Dual digital input ports (left channel and ground) accept Atari, Commodore, and other true game-machine (joystick) and other "real world" input devices (joystick included).

A COMPLETE PRODUCT

Demo software and speakers included! Or use your own stereo headphones or Hi-Fi system. Board installs in minutes into an available slot (not for use with micro-channel bus). One year warranty. Made in U.S.A. Best value for a PC sound board. Ask for a list of supporting games. Covox has been manufacturing sound products since 1968.

ONLY \$99.95 (plus shipping)



COVOX INC.
675 Conner St.
Eugene, OR 97402

All Trademarks acknowledged as the properties of their respective owners.
Copyright © 1989, Covox Inc. SOUND MASTER is a registered trademark of Covox Inc.

Circle 107 on Reader Service Card.

K-D Software

IBM Entertainment Specialists

Wide selection and big discounts.
We carry new titles and old favorites
for IBM PC and Compatibles.

Falcon 3.0	\$49.00	Draikhen	\$42.00
Knights of the Sky	39.00	D.R.A.G.O.N. Force	35.00
LHX Attack Chopper	42.00	TV Sports Football	35.00
Their Finest Hour	42.00	The Punisher	28.00
Flight Sim. ATP	35.00	Spirit of Excelbur	35.00
Wing Leader	47.00	Crime Wave	35.00
Strike Aces	35.00	Loom	42.00
Star Flight 2	35.00	Gunboat	35.00
Ultimate VI	49.00	Silent Service 2	42.00
Maxx Rudder Pedals	54.00	Circuits Edge	35.00
Maxx Control Yoke	74.00	Sound Blaster	180.00

FAX
603
332
8125

• 2 DAY AIR FREIGHT ONLY \$3.00* •

And many more, please call,

1-800-533-6772

New Titles
Arriving
Daily

We ship immediately depending on availability. We accept MC/VISA, money orders, certified checks, personal and company checks with street address and telephone number printed on check, others 2 weeks to clear. We will ship C/D through UPS at no extra charge (Please add \$3.00 shipping and handling). Prices subject to change. Compatibility not guaranteed but software is guaranteed. *Lower 48 states only.

Local and other calls 1-603-332-8164

KD Software

Great Falls Ave. Box 448, Rochester, NH 03867

Circle 94 on Reader Service Card.

Into the Depths

By George Fontaine

Damp, dusty dungeons are hot these days . . . and the fabled kingdom of Kroz can provide all the ghoulish entertainment you're looking for.

Scott Miller's greatest legacy in the arena of game shareware has to be his hit series of four action/arcade packages set in that mythical land.

Miller is the author of several other popular shareware titles, as well, including **Supernova**, a text adventure, and **Trek Trivia**, based on the *Star Trek* TV series.

The Kroz series, distributed by Apogee Software, currently includes the titles **Kingdom of Kroz**, **Return to Kroz**, **Temple of Kroz**, and **The Final Crusade of Kroz**.

According to Miller, Kingdom has generated more than 3000 registrations and won Best Game for 1987 in a national contest sponsored by *Big Blue Disk*, a monthly IBM PC disk magazine.

The Kroz series is devoted to exploration and survival. Although you can play each game individually, the series as a whole gets more difficult as you progress through the later releases, with each subsequent game having more

pitfalls and harder puzzles to solve.

You play on a two-dimensional dungeon in which you'll travel through 20 chambers riddled with traps and strange creatures.

You'll also find dozens of spells and treasures along the way. The only weapon you have is a whip, which you can use to kill those dangerous critters or smash through crumbling walls.

Although I haven't tried all the games in the series yet, I did have an opportunity to play *Return to Kroz*, which I found utterly addicting and lots of fun.

Each chamber has some unique characteristic and contains a variety of obstacles, such as lava flows, moving walls, bottomless pits, and so on.

Hidden within the deepest chamber is your goal—the priceless Crown of Kroz. You control your character with the keyboard, which lets you move around the dungeon in eight directions. There's a save-game option, so you can preserve your character at the last level completed.

Although the graphics images are simple, the game makes excellent use of color to provide good contrast and also includes some interesting sound effects. Miller's sense of humor is evident, as well.

Registered users can request a hint sheet for help in completing the game.

For more information on the Kroz series and other Apogee games, write or call the company at 4206 Mayflower, Garland, TX 75043, (214) 240-0614.

Take a Risk

Moving on now to blood-stained battlefields, the latest craze in on-line entertainment on some private bulletin-board systems these days seems to be a new Door game called **Global War**, by Joel Bergen of the ProVision BBS. (Door is a menu-extension system that lets system operators add games to a bulletin board as individual modules without modifying the BBS software.)

Global War is based on the hit board game **Risk**. In this adaptation, you compete against other players for world domination.

The globe is divided into six continents, with a total of 42 countries; the first player to conquer all 42 nations wins the game. **Global War** is designed for three to six players and also supports team play.

Each player is allowed one turn a day. The game determines the number of armies you'll receive for that turn based on the number of days since your last turn, the number of countries and continents you currently possess, and any bonuses you may have earned.

After you receive your armies, you can deploy them in whatever way you see fit in the countries you currently occupy. After that, you can attack your foes in adjacent countries. The outcome of the battle is determined by a simulated roll of the dice.

Bergen has done an excellent job of adapting this board game to the BBS environment. World maps and menus are displayed in beautiful full-color ANSI graphics.

Bergen has also released an add-on product called **GWTERM**, which works in conjunction with your terminal program. With **GWTERM**, **Global War** displays board maps instantly on screen without waiting for information to be transmitted over the phone lines. One-key menu selections and displays make the **Global War** interface very easy to use. In addition, a messaging system lets you leave one-line notes for other players without cluttering up the host BBS.

Global War supports most popular BBS environments with a Door feature. If your local sysop isn't running **Global War** yet, encourage him or her to get it. It's by far one of the best Door games around. For more information, contact Joel Bergen at 5228 89th Street Southwest, Mukilteo, WA 98275, or via ProVision BBS at (206) 353-6966. □



Now Just
\$149.⁹⁵
Suggested Retail Price.

The Ad Lib Music Card: Open your ears and blow your mind.



Asteroids are hurtling by. Enemy photons are destroying the rear deflectors. Engines strain as they reach critical mass. Suddenly you hit the retros, loop around, and fire with everything you've got.

And what kind of awesome, breath-taking music is your computer playing? "Bleep, bop, beep." Pretty weak, eh?

Well listen up. Because now there's the Ad Lib Music Card. It's the digital music synthesizer that's conquering the final frontier of truly realistic game playing—totally ear-blasting sound.

Confront the dark overlord, and Ad Lib's 11-piece orchestra will back you up with gutsy, heart-swelling music. And if you meet

an untimely death, rest assured that Ad Lib's funeral dirge will bring tears to the eyes of your loved ones.

In fact, the Ad Lib sound is so hot, major game developers are now designing dozens of new adventures with special soundtracks just for the Ad Lib Music Card.

Call us at 1-800-463-2686 for the name of your nearest dealer, for more information, and for the ever-growing list of major game titles with spectacular Ad Lib soundtracks.

Add the missing dimension to your games with the Ad Lib Music Card. From a solo to a symphony, Ad Lib's music makes the adventure come alive.



Ad Lib

Ad Lib Inc., 50 Staniford Street, Suite 800, Boston, MA 02114. 1-800-463-2686 in U.S. or Canada. 1-478-529-9676 International. Fax: 1-478-529-1158.

New Compatible Games.

Here are just some of the hottest new computer games designed for use with the Ad Lib Music Card:



Star Wars:
Conquests of Coruscant



Lucasfilm's Star Wars:
Battle of Britain



Activision's
Power Drift



Electronic Arts'
Centurion



Capstone's 861 & Ted's
Excellent Adventure



Three-Stary Pouch's
Sands of Time

System requirements: IBM PC, XT, AT, or compatible with 256K RAM, DOS 2.0 or higher; VGA, VGA, or monochrome graphics adapter; and headset or external speaker.
© 1995 Ad Lib. Ad Lib is a registered trademark of Ad Lib Inc. IBM is a registered trademark of International Business Machines Corporation.

Circle 83 on Reader Service Card.

Price Fighter

BUY A FLIGHTSTICK, GET FALCON FREE!

This offer will send our competitors into a tizzy! For a limited time, when you buy FlightStick, the thrills are on us. Because you get Falcon F-16 Fighter Simulation software free. Which means you get free dog fights with FlightStick. And the pros will tell you that FlightStick is the top stick.



OTHER GREAT CH PRODUCTS

MACH I/MACH I PLUS™



- new patented design
- higher performance
- more, easier to use features
- works with thousands of programs
- low cost

GAMECARD III™ AUTOMATIC (NEW!)



- auto sets to 33 MHz
- multispeed programmable
- two joystick ports
- test and calibration software
- P.C. and Microchannel models

MACH II/III™



- rated number 1
- outlasts others up to 100 times
- higher precision
- greater durability
- one year warranty

ROLLERMOUSE™ (NEW!)



- faster and more precise than an ordinary mouse
- exclusive 4-button design
- click and click-lock versatility
- Microsoft and Mouse system compatible
- Serial, Bus, PS/2 and Mac models

970 Park Center Drive
Vista, California 92083
(619) 598-2518
FAX (619) 598-2524



See your dealer or call: USA (800) 624-5804

Made with love by

RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity,
please visit us at retromags.com.

No profit is made from these scans, nor do we offer anything
available from the publishers themselves.

If you come across anyone selling releases from
this site, please do not support them and do let us know.

Thank you!